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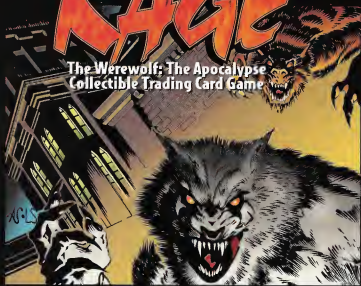
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c o n t e n t s



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RANGE YOU'D BE PISSED
OFF TOO!

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■ The Fourth Edition is here! Turn to page 48 for the complete list of what's in and

■ Can this pickled hand be the key to illicit bliss? Probably not, but check out the secrets of the wizards, starting on page

■ Cover Artist

Fantasy illustrator Charles Vess delivers this month's floating wizards cover. Best known for his covers for DC Comics' Vertigo imprint, Vess' current artwork can be seen gracing the fronts of *Arma's* *Ice Age* comics.



Road Trip!!!

Your friends from *InQuest* will be on the road this summer. Why would we forsake the Hudson Valley's pleasant confines this summer, leaving friends and loved ones behind? Why would we risk our lives and precious baggage on the vagaries of airline transport during the oh-so-crowded summer months? Why would we spend our nights in hotels that refer to artificially colored water as shampoo? Why?

Because we want people to like our magazines, and if we can just impress you with the hardships we're willing to endure to make a personal connection with you, our reader, perhaps then—and only then—will we be able to return to our loved ones in the beautiful Hudson Valley.

You're moved, you say? You want to meet us and tell us how to make *InQuest* a better magazine? You want to stomp Pat and Mike S. (aka Mr. Balance) and their girls "Killer Decks"? You want to stop at our booth and Feed the Atog? You want to give us a Mox to get your name in this column? You want to introduce Matthew to your girlfriend's gorgeous, wealthy, older sister? Well, here's where to go:

DragonCon, July 13-16, Atlanta. Call (404) 925-0115 for info.

We'll be hanging at the Hilton, listening to *blues* in the Underground, and playing *Magic* till the wee hours. Publisher Gareth Shamus, Executive V.P. Fred Pierce, Mike Searle, Matthew Milliken, and I will be there, as well as *Wizard: The Guide to Comics* Editor Brian Cunningham. DragonCon is the official home of the Wizard Fan Awards beginning in 1996, and has the best evening convention activities on the planet. They're hosting seven different kinds of *Magic* tournaments, as well as tourneys for *Blood Wars*, *Rage*, *Illuminati*, *Galactic Empires*, *Doomtrooper*, *SmCity*, *Jyhad*, *Dase*, *Wyvern*, *Spellfire*, and *Star Trek*.

Pack lots of black clothing and join our friends and fellow conventiongoers Dave Dorman, Lucrene Harnes, Phil Foglio, Jeff Grubb, Mark Rein-Hagers, R.A. Salvatore, Brinke (sigh) Stevens, John Byrne, Jae Lee, Allison White, and Pat & Ed.

Gen Con, August 10-13, Milwaukee. Fax your name and address to Sandy Kinney at (414) 248-7144 by June 15 for info.

If it's a game, someone is playing it at Gen Con. This convention is so big, it almost defies description. If you're a gamer and haven't been here, come! *InQuest* is sponsoring the first-ever Gen Con Blood Wars Tournament! We'll be using the TSR castle for photogs and acting like industry insiders. Stop by the *InQuest* booth to challenge Gareth, Fred, Pat McCallum, Mike S., Matthew, Mike Fasolo, and me. Oh yeah, Tim Bradstreet will be there, too!

In addition, Wizard Press will also be attending the Chicago ComiCon, the San Diego Comic-Con, and The National Sports Collector's Convention this summer. Please stop by and tell us what you think about our 'zines—we need to know!

Marty A. Stever

Marty Stever
Direct Sales Manager and Cruise Director



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Wizard Press is a division of Wizard Press, Inc. 121 West 12th Street, Dept. 101, New York, NY 10011-1001. Telephone: (212) 213-1000. Fax: (212) 213-1001. Postmaster: Send address changes to *InQuest*, 121 West 12th Street, Dept. 101, New York, NY 10011-1001.

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INQUISITION

In Like Flynn

The verdict is in an *InQuest* #1. While fans had plenty to say on how *InQuest* could be a better magazine, the general consensus is that we've got ourselves a nifty II! hook here. But I'll let the letters speak for themselves...

In the Crosshairs

Starting with the absolute veracity of the Editor's Letter ("Please God, don't let my rare card suck!"), continuing through the strangeness of the "Ultimate Chaos!" and the [Card Stock] "Like Rats on Cocaine" pieces (hysterically true and candid), and concluding with the sad truth that we'll all go broke buying this stuff, you've hit it just right.

Good job

Cory Newburger
New York, NY

We owe to please.

Celestial Karma

Hi guys, pretty nice mag. Although the card ratings system needs some work. I'm not about to throw some Celestial Prisms in my deck just so I can have a Regrowth, let alone a Karma, which should be a sideboard card for a white deck, not "something that should fit nicely into virtually any deck."

Loved the rest, great stuff on vampires, the "Ultimate Chaos!" article was hilarious. Oh, and when on page 68 you say, "Hey, cool—Dwarven Ruins is just like a red mana battery, right?," you mean Dwarven Hold, eh?

Kalen

Dartmouth, Nova Scotia, Canada

Some good points about the prize guide intro. We've rewarded that a bit to state more accurately what we mean: that five-star cards can usually enhance your deck, even when they're not part of the core theme.

As for the Dwarven Ruins, yeah, we slipped up. It should have Dwarven Hold. Good catch.

No Justice for Jyhad

In your "Ultimate Chaos!" game, it was actually a tie between my two favorite choices, *Jyhad* and *Magic*. The reason for this: when *Uro* got knocked out, *Jyhad* got a victory point (under *Jyhad* rules, the predator does not have to be the one to actually remove his prey to get the victory point...as long as his prey is removed he gets a victory point and six blood). In *Jyhad*, one need not survive, one must only have the most victory points.

Greg Simoes

Lubbock, TX

Hold on, Greg—you're taking that dangerous step into our peculiar brand of insanity. In all the *Claws, Unites & Lockers* could have won and we wouldn't have known the difference.

In Quest of a Name

- 1) Where did you get the name *InQuest*?
- 2) With the Magical Hack card from *Magic*, can you hack a mana symbol as well as text?
- 3) How do they cram all that gram?

Dean McDuffie
Gulf Shores, AL

1) Wizard Press Publisher Sarah Shoates, Associate Pub-



"Mickey, man-

I need a fix.

Some Ice Age, or

straight-up *Magic*

—it doesn't

matter—whatever ya

got."





■ "Hey, no team of overmerchandised muties could wax my behind!" protests angry man of iron-

like *Stephen Sorensen*, and *Kenny Sorensen* joined on a note, and *Kenny* came up with the name *In Quest*. It was later changed to one word, *InQuest*.

2) *Nope*. Just hard types in word forms. You can change plots to account bits, but you can't change



3) Don't know, but the *X-Men* could kick Iron Man's ass.

Contest Clues

I have a few questions concerning the "Win Every Magic Card" contest [*InQuest* #1]. First of all, my entry will be an artifact. Will it hurt my chances of winning if I don't get the color of artifacts just right?

Secondly, can I tear the picture off the front of a mana card, and attach my own front on the now-blank side?

Finally, will the winner receive Alpha, Beta, or Unlimited cards?

Chris Birkhead
Warren, NJ



Wow, we get a lot of mail about that Magic contest. For the record, your card borders and text end so an don't have to look exactly like an actual Magic card. Just try and get it as close as you can.

Yes, feel free to butcher a Magic card to provide a card back, but remember that your contest entry can be bigger or smaller than an actual Magic card, as long as it's paper-thin.

And finally, the winner will receive the most recent editions of out-of-print cards. So, while there are Alpha and Beta *Key Manipulators*, you'd receive an Unlimited *Key* if you win.

Scarcer than Star Trek

I would like to start out by saying your magazine is great! Good articles, nice format, and great coverage on new games. Your price guide is the best one I've seen yet. Colorful, complete, and the card combos are terrific. I just hope in the future you can expand on the less-popular card games.

The only problem I see with this new gaming trend is the difficulty in finding single cards for games other than Magic and Star Trek. I don't have much contact with other gamers, so trading is next to impossible. Any suggestions would be greatly appreciated.

Matt Taylor
Boulder, CO

Try hitting a local gaming convention. As to when and where the closest one to you is, we're planning on covering some sort of convention calendar in *InQuest* sometime in the near future. Till then, ask around at your local gaming stores.

Friendly Suggestions

I just picked up your magazine on the suggestion of a friend. I'm glad I have such good friends.

I loved this magazine. From the mast-head rubric to Swan Song, I enjoyed the slick yet irreverent presentation. The only thing stopping me from subscribing now is that I wish to see one more issue to decide if you can keep it up.

Shane C. Prayne
Ann Arbor, MI

As our, uh, close friends can attest, we can indeed keep it up.

Notes from Krynn

I really enjoyed your *Dragonlance* movie casting call. The pictures were impressive! The group on alt.fan.dragonlance has been working on the movie cast for months now. I posted your recommendations (with proper credit, of course).

Thanks also for the info on the *DL* animated series. I didn't know any of that.

Margaret Weiss
Cyberspace

Hey, no problem. It's the least we can do for one-half of the team that gave us *Dragonlance*.



Magic Squared

Could you tell me what the going rate is for Magic: *The Gathering Collectors' Edition* cards? I picked up a Lord of Atlantis that was a Collectors' Edition without realizing that, since this card is a marked card, I can't play with it. Are these cards worth more or less than other cards of the same wording?

EAngel3
Anonymous in Cyberspace

For those of you who don't know, Wizards of the Coast released a Collectors' set of Magic: *The Gathering* (featuring all the Beta versions of Magic's basic set). These cards were slow-

card Magic sets, though they had square corners, exterior gold card trim, and had Collectors' Edition printed on the card back as gold. Individual card prices vary for these sets, but they're nowhere near what "real" Magic cards go for. You should be able to pick up a full set (which comes in a neat storage box) for about \$200. And no, they're not tournament legal.



Secret of Success

Hi there! Just noticed that *InQuest* has no cartoons. Every magazine has cartoons.

Marcus

Clueless in Cyberspace

Y'know, after all the work we've put into it, nobody's noticed that every issue of *InQuest* is a big flip-book. (Suggestive bastards.)

Y'know, we worked hard to put together the best magazine we could, and we were pretty confident that you all would get a kick out of *InQuest*. But we never expected to be as warmly received as we have been. Thanks to all of those who took a chance on a new title and picked us up, and especially those who took the time to write in and help us along. You guys rule.

Send your letters to InQuestMag@aol.com or:

INQUISITION
151 Wells Ave.
Congers, NY 10920

Stumpers



Q: Can you sacrifice Sepriing tokens to an Elvish Former if he didn't create them?

—C. Capella, Boston, MA

A: Sure. The only thing the Elvish Former cares about is that it's a Sepriing token. Of course, the normal sacrifice rules apply.

Q: I play a 1/1 Kind Ape, but I have a forest in play so it becomes a 2/3 creature. Can I tap Pendelhaven to give my monkey a +1/+2 bonus?

—B. Brown, Highland Mills, NY

A: No. Pendelhaven looks at the current numbers. In this example, the Kind Ape is a 2/3 creature, not a 1/1.

Q: My opponent throws a Paralyze on my tapped Calceus of Sardia. How much mana does it take to untap him now—four, nine, 13, infinite?

—R. LeFevre, Jenkintown, PA

A: Only 12.

Q: My opponent has three islands and a Sol Ring in play. He taps all three and the Sol Ring to summon a creature, but I immediately respond by casting Blast on his Sol Ring. What happens?

—M. Lamano, Westportville, NY

A: Oh boy, what a question! As near as we can figure out (five Rules Team's in a meeting), Blast counters the effect of the Sol Ring. There isn't enough mana to cast the summon spell, so it should go back in its owner's hand. The controller of the Sol Ring will take mana loss unless she finds a way to spend the three blue mana already in her mana pool.

Q: I have an Icarus Stone with 10 counters on it, but it's tapped. If all my regular lands are tapped, and my opponent casts Drain Power, does he get any more from me?

—V. Norvinski, Hills, MI

A: He does not get the counters from the tapped Icarus Stone, so your opponent ends up with nothing.

Q: Why is the Black Lotus worth so much?

—S. Cott, Cyberspace

A: Basically, the Black Lotus is a cheap source of fast mana. Picture this: on turn one, you drop a Black Lotus (zero casting cost) and a swamp. Tap the swamp, cast Dark Ritual, and sacrifice the Lotus for a total of six mana—you can get a huge creature out on the first hand! Also, the Lotus was a rare card among only about 45 million total cards in the Alpha/Beta Limited and Unlimited sets.

Special thanks to Rich Redman at Wizards of the Coast for helping clear these questions up.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

Stumpers c/o InQuest
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■ The rarest of the rare: the Black Lotus is the fastest form of mana on the planet.

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IF IT'S NEWS,
IT'S HERE!

FOURTH OF SUPPLY?

MAGIC FOURTH EDITION DISTRIBUTION PROBLEMS

The Fourth Edition of *Magic: The Gathering* is out—but when it debuted the first week in May, it didn't come in the quantities expected by distributors, retailers, or consumers.

"We got it in on Wednesday and by Saturday it was gone. We had to limit them to one box, then half a box, and so on," says Sharon Cioley of Dragon's Lair in Austin, Texas. "Luckily, the customers have been patient."

When *InQuest* asked about the distribution of Fourth Edition, Wizards replied with a fax reading, in part: "We are shipping Fourth Edition essentially twice a month. We have had to allocate to distributors because of printing capacity. We are printing more Fourth Edition on a per-month basis than with Revised *Magic*."

If the Fourth Edition does ship twice a month, and if distributors and retailers receive the same amount of their orders as they did in the first shipment, their orders won't be fulfilled for about two months.

But that's only for those who've gotten the first installment of their orders.

David Kufflick, the purchasing and card sales manager for T.D. Imports Inc., in Canada would like to know what's going on with his shipment. "We haven't even seen our order yet. Not a single card. We don't even know when our order will arrive. They can't even tell us that."

The claim of problems with printing capacity did not placate some retailers. "Anybody you speak to in printing over here will tell you they can pump out any print run you want in under a week," says Rich Dominguez, owner of The Outer Realms in Linden, N.J. "Why does it take me months to get five cases of Fourth Edition?"

Since Wizards is a young company, some are willing to give it the benefit of the doubt. "It's too easy to criticize from the outside without knowing the exact reason why, but there has to be a fair amount of trust and commitment for the system to work," said one distributor. "Wizards of the Coast should be more communicative."

T.D. Imports sends its communications with Wizards on to retailers. "We pass along the faxes directly from Wizards," Kufflick says. "We've also made it a policy to pass along the fax number of our sales rep so the retailers can complain directly."

Some retailers learned from shipping problems with previous *Magic* sets. "I only take pre-order for about 10 percent of what I order from the dis-

tributors," says Robert Moses, president of Chimera Comics & Cards in Fond Du Lac, Wis. "I have to put a limit on the number of boxes they can buy." He says his customers find this "frustrating."

Can Wizards of the Coast find a solution to the problem? "I'm not entirely sure they can," opens Sean Schumaker, office manager for Berkeley Game Distributors in California. "Part of it is having them, I believe, coordinate better with [card printer] Carta Mundi to either give more product in a shorter period of time or for Wizards to reassess their relationship with them to such a point where they can actually fulfill their orders."

"I can say definitely that there's a tension rising," says Kufflick of T.D. Imports. "From our end, we're fed up."

**"I can say
definitely that
there's a tension
rising...we're
fed up."**

—David Kufflick of T.D. Imports



New Rating System for Magic Players; Cards Restricted

The Duelists' Convocation, the Wizards of the Coast organization responsible for running *Magic: The Gathering* tournaments, has revised its player rating system.

The new system, instituted in May with the beginning of the 1995-96 tournament season, is based on the United States Chess Federation (USCF) rating system. The Convocation says that the USCF-type system "should prove to be a much more accurate and meaningful system for all players."

Each Convocation member will begin play in 1995-96 with a provisional rating of 1,600—an average rating. Ratings will rise or fall depending on the results of matches and the ratings of opponents. Unlike the previous cumulative-point system, more-frequent play will not necessarily result in higher ratings, but should more accurately reflect a player's true skill.

The ratings will become official once players have played in 25 sanctioned tournaments against rated opponents. Ratings are likely to fluctuate early on.

In other recent rulings, the Duelists' Convocation recently restricted Balance and Fork.



Schools Restrict Magic: The Gathering

Amidst accusations that *Magic: The Gathering* inspires occultism, schools have placed restrictions on the game.

In Concord, N.H., Beaver Meadow Elementary School recently instituted a policy forbidding students to possess Magic cards without parental permission. While on school grounds, students with permission may only show or play the game with other students who have permission.

In Bedford, N.Y., Bedford Central School District ended its 30-day ban on Magic ("Magic Banned: New York School District Prohibits Game," *InQuest* #2). Although school officials were not available to clarify official policy, residents said the game may only be played on school property at supervised

extracurricular Magic clubs, which require parental permission.

The Concord complainants told the *Concord Monitor* that the policy was "a good compromise," but that they were skeptical it could be enforced.

But in Bedford, Magic's opponents vowed to continue to fight to remove the game from schools. Mary Dibari told a reporter that she would file a federal lawsuit to keep Magic off school grounds because its religious allusions violate the Constitutional separation of church and state.

The Bedford school district ended the month-long ban after consulting with three experts in adolescent psychiatry who concluded that Magic was safe for mature children. The experts reportedly noted that while the game could have beneficial effects, such as inspiring creativity, it might disturb children with emotional or behavioral problems, and children unable to distinguish between reality and fantasy.

In Concord, Beaver Meadow Principal Roger Brooks sent a survey to parents of Beaver Meadow students, then formed a committee through the school's parent-teacher association. "We decided to find a policy that promoted children talking to their parents about this, and yet addressed the issue of those parents that, for whatever reason, felt strongly that their children should never be exposed to this," Brooks said.

SkyBox Trading Card and CD-ROM Game

SkyBox is releasing a CD-ROM game based on a card set.

The card set, *Creators Edition Trading Cards*, is due this September and contains 105 original paintings of all-new characters by Julie Bell, Brom, Dave Dorman, Dave McKean, and Brian Stelfreeze.

The CD-ROM game, *Skyborg: Into the Vortex*, is due this October and contains all 105 characters from the card set. It's set in the Microcosm, a microscopic universe. The player is a cyborg named Skyborg whose creator has been kidnapped by an evil cyborg.

To rescue his creator, Skyborg must search the Microcosm, interacting with its denizens. Some cards in the trading card set will contain certain codes that will help the player solve puzzles, but are not necessary to play the game.

Skyborg: Into the Vortex will be both Macintosh- and PC-compatible.



Star Wars: The Collectible Card Game

This October, Decipher will release the *Star Wars Collectible Card Game*. This game will be done in six different "settings"—two from the first movie, one from *The Empire Strikes Back*, two from *Return of the Jedi*, and one totally new setting called *Shadows of the Empire*. This new set will tell the story of what happened in the underworlds of the Empire between the second and third movies.

One problem: *Shadows of the Empire* required images that did not exist. To obtain the best possible visual quality, Decipher and LucasFilm decided to scan and digitally manipulate original footage from *Star Wars*. The film was escorted from the vaults under armed guard.

Got some money in your pocket? Here's a good way to get rid of it. Check out the latest card collectible releases coming to a shelf near you...



NAME: **The Factor's Manifesto**

COMPANY: **TSR**

SET SIZE: **300 cards**

RELEASE: **July 1995**

SUGGESTED RETAIL: **\$20**

Here's the Deal: In TSR's *Hexscape*, there are 15 factions led by 15 factions. Each leader makes the case for joining his, her, or its faction in this 180-page book, which also features guidelines on faction interaction, magic, and equipment.



NAME: **Powers of the Mind**

COMPANY: **Companion Games**

SET SIZE: **152 cards**

RELEASE: **July 1995**

PACKAGING: **12 card booster packs**

SUGGESTED RETAIL: **\$2.45 per booster**

Here's the Deal: *Powers of the Mind*, the first expansion set for *Galactic Empires*, brings three new non-ship-based empires to the game. Players represent races of wizards/warlocks/priests who use an extradimensional wizard conduit to link to one another. Collectors take note: this set will only be printed once!

On the Shelves continued on page 13...



"It's tonguing time!" The Thing gets down in *Marvel OverPower*.

Firsts

Umbra, the first expansion set for *White Wolf's Rage*, will be out in August. Richard Ferguson, Brian LeBlanc, Richard Thomas, and others will provide art. Featuring more Garou, Wynn, and event cards, this 90-card set will be sold in 12-card foil packs retailing for \$1.95.

The *Marvel OverPower* card game from Fler will debut in August. Filled with popular Marvel superheroes and villains like Spider-Man, Sabertooth, Rogue, and Venom, *Marvel OverPower* will retail for \$5.95 per 64-card starter deck and \$1.49 per nine-card booster pack. Starters, which contain mainly characters, will have 206 cards; boosters, which boast mostly enhancements, feature an entirely different set of 182 cards. Darick Robertson, Bart Sears Studios, and Dan Panosian are among the artists.

The new *Magic: The Gathering* expansion, *Ice Age*, recently made its much-awaited debut at Toronto's Canadian Comic and Card Spectacular. Competitors in the sealed-deck tournament were able to purchase one *Ice Age* deck and two boosters. The prizes were four diamond-studded *Ice Age* medallions ranging in value from \$500 to \$1,000.

Nethenworld, the first expansion for *Daedalus Games' Shadowfist*, is due in September. Featuring art from Anson Maddocks, Jesper Myrfoer, and Rob Alexander, these 15-card booster packs will retail for \$2.50 and will feature new cards for every *Shadowfist* group.

This August, Alderac Entertainment Group will release *Legend of the Five Rings*, its first collectible card game. The game is set in 15th-century feudal Japan and filled with samurai, ninja, wu-jei, and kolat assassins, all battling for the throne. This 300-card set will be sold in 60-card starter decks retailing for \$7.95 and 15-card booster packs at \$1.95.

Coffin Lovers

Dark Sovereigns, the first expansion for *Wizards of the Coast* and *White Wolf's Vampire: The Eternal Struggle*, will be released in August. This 100-card set will include new clans like the Italian Clan Giovanni. You can also look for new European vampires such as the Queen of London and the Prince of Berlin.

Darkness Unveiled, the pocket players guide for *Vampire: The Eternal Struggle*, will be available in September. This \$14.95 hard-cover book will include new and updated rules, a complete card list, and histories of the most interesting cards. The cover will be by Dave McKean of *Vertigo/DC Comics' Sandman* and the *Vertigo* tarot deck.

Not of This Earth

Mag Force 7 will release *Star of the Guardians Unlimited Edition* in October. The Unlimited set contains 250 cards, with the same number and mix as the limited set. Unlike the blue-bordered limited edition, these cards have black borders.

In August, Last Unicorn Games will release *Hersey: Kingdom Come*, a collectible card game in which demons, angels, and humans battle. These 374 oversized cards will feature art from James O'Barr, Michael William Kaluta, Brom, and others. *Hersey* will be sold in 60-card starter decks retailing for \$9.95 and 15-card booster packs retailing for \$3.95.

Game Designers' Workshop will launch two new products in July. *The Agency Sourcebook: Keepers of the Flame* is a new campaign setting for *Traveller: The New Era* that will reopen the old Spinward Marches campaigns. This sourcebook will include information on the *Sword Worlds*, *psionics*, and *Vargr*. *Vrus*



Star of the Guardians was one of the first science-fiction card games, and it's got new editions on the way. The 250-card Unlimited Edition is due in October.

Redux: Epic Part 1: The Guided Lily, based on the *Vampire Fleets* sourcebook, is the first of GDW's "Epic" adventure line books. "Epics" are three or more separate adventure books that can be linked together to make a complete storyline.

The Digital Domain

MicroProse, maker of the upcoming *Magic: The Gathering* CD-ROM game, has jumped onto the Internet. Users can download news releases, demos, and screen shots from a Web site (<http://www.microprose.com>) the FTP site (<ftp://www.microprose.com>).

Wizards of the Coast's reprint of *RoboRally* will be available in July. Four new robots, designed by Phil Foglio, will grace the set, and a few others are being resculpted.

Cybertechology, a sourcebook for *Shadowrun*, will be released by FASA in August. This 124-page book is filled with expanded rules, accessories, and new cyberware.

MasterSystem from Sentient Software Division is a program based on West End Games' MasterBook system. This program, for Windows 3.1 or higher, was designed to help game masters run their campaigns by eliminating the need to memorize the rules. It can also be used by players to create characters for any MasterBook setting.

Kingpoint 2.0, for Window-based IBM-compatible computers, is the latest version in this series of roleplaying referee software from The Role Playing Software Co. (n6 Goldtree Enterprise). Retailing for



\$44.95, the new release has increased database access and mouse support. Designed to help GMs run city campaigns, the program features over 260 buildings and 500 NPCs and can be customized for any roleplaying system.

The Hordes, a Windows-based deck builder and database program written by Darryl Yust, is now available on CompuServe, America Online, and other locations, including marvln.macc.wis.edu/pub/deckmaster/misc/utilities/windows/hordes.zip. This program can be used for many collectible card games,

NAME:	Redemption
COMPANY:	Cactus Game Design
SET SIZE:	300 cards
RELEASE:	July 1995
PACKAGING:	Deck 50-card starter decks, eight-card booster packs
SUGGESTED RETAIL:	\$8.95 per starter; \$1.50 per booster

Here's the Deal: The biblically-based boss game star of the GAMA Trade Show meets the market in mid-July. *Redemption*, the first collectible card game from Cactus Game Design, concentrates on divine conflicts between good and evil characters from the New Testament. The cards will feature hand-painted art from Greg Hibbs-Gandy, Mark Poole, Jeff Hrycek, and Michael Cassel, and computer-generated art (Cactus calls it "cyber-illustration") from artists such as Todd Dattala, Steve Galak, and Michelle Spalding.

NAME:	Star Quest The Regency Wars
COMPANY:	Cactus Images
SET SIZE:	325 cards
RELEASE:	July 1995
PACKAGING:	52-card starter decks; 15-card booster packs
SUGGESTED RETAIL:	\$7.95 per starter; \$2.95 per booster

Here's the Deal: Play one of five races, or an alliance of races, and across ships, equipment, and traps to stand against your opponent's homeworld. The art will come from well-known artists such as the Hildebrand brothers, Michael Whelan, and Frank Frazetta. Each of the 52-card starter decks will feature two special full homeworld cards, and each booster pack will contain a randomly inserted signed card. *Star Quest* will be Cactus Images' first collectible card game.

NAME:	Star Trek The Next Generation Customizable Card Game Collector's Tin
COMPANY:	Decipher Inc.
SET SIZE:	363 cards
RELEASE:	July 1995
PACKAGING:	363-card tin
SUGGESTED RETAIL:	\$100 per tin

Here's the Deal: Decipher has manufactured 30,000 collector tins, each one containing three hundred versions of all 363 original *Star Trek: The Next Generation Customizable Card Game* cards. The tin also includes a special color rule book and a card list. Although the cards will be fully playable, they will not be allowed in tournaments.



NAME: Super Nova
COMPANY: Hasbro/Becker's Hobbies & Games
SET SIZE: 165 cards
RELEASE: July 1995
PACKAGING: 18-card "Moxie Booster Packs"
SUGGESTED RETAIL: \$2.95 per booster

Here's the Deal: Ships, planets, mecsystems, and much more—all can be found in Hasbro/Becker's Super Nova. Players fight to build the biggest empire using economic, military, and diplomatic power. The first limited-edition printing will consist of 165 cards (100 resources, 25 mecsystems, and 30 race), all of which will have black borders. Each so-called Moxie Booster Pack contains rules for the game.



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NAME: Vampire: The Eternal Struggle
COMPANY: Wizards of the Coast
SET SIZE: 439 cards
RELEASE: July 1995
PACKAGING: 76-card starter decks, 19-card booster packs
SUGGESTED RETAIL: \$8.95 per starter, \$2.75 per booster

Here's the Deal: The second edition of *Jyhad* is ready for action, with rules rewritten and simplified for easier reading and quicker game play. The cards will be completely playable with the original *Jyhad* cards, although the new ones will have *Nosferatu: The Eternal Struggle* printed on their backs.



NAME: The Worlds of TSR
COMPANY: TSR
RELEASE: July 1995
SUGGESTED RETAIL: \$18.95

Here's the Deal: TSR brings fans into the wacky worlds of their creation by introducing *The Worlds of TSR*. This 144-page, perfect-bound art book is filled with 700 full-color pieces drawn by some of TSR's hottest artists like Brian, Bob, Rappole, and Larry Stearns.

including *Magic: The Gathering*, *Star Trek: TNG CCG*, and *Vampire: The Eternal Struggle*. *The Worlds* gives information to help balance your cards and also analyzes your deck for compliance with tournament rules.



Technical Difficulties

Decipher's *Alternate Universe*, its first *Star Trek: The Next Generation Customizable Card Game* expansion set, will be delayed until August by a month-long shutdown of the European manufacturing plant that prints the cards. The limited-edition, black-bordered, 121-card set will be sold in 15-card booster packs retailing for \$3.

In *Nosferatu*, the new roleplaying game from Steve Jackson Games, should be out in August. This RPG will allow players to take on the roles of angels or demons. Written by Derek Pearcey, this 256-page book will feature cover art by John Zeleznik and interior art by Dan Smith and will retail for \$29.95. The game was delayed in part by SJC's efforts to release *Ultimate: New World Order*.

Due to problems with printers and distributors, *Apocryphy* will not hit the stores until September at the earliest. When this *Dementia 5* RPG in collectible card format does make it to the shelves, it'll be sold in 90-card starter decks that include instructions and sample adventure scenarios.

BATTLETECH

They're Back!

In August, FASA will appease popular demand by re-releasing the first novel of the *Blood of Kerenzy* trilogy, *Lethal Heritage*, written by Michael A. Stackpole, is set in the *BattleTech* universe and reveals the secrets of the Clans.

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Secrets of the Wizards



Editor's Note This article is for entertainment purposes only! InQuest does not recommend you try any of the things described here. For the record, we've never "summoned" anything more mysterious than a really short mall rest-a-cap with an indecipherable message. And now, on with the show!

Photo by Holly Peterson Photography



How a pickled human hand could be your key to tax-free income.

Why does anyone think kids like cutesie-poo, cartoon versions of wizards?

A California supermarket chain sells an in-house brand of breakfast cereal called Magic Stars. Every box features a diminutive wizard floating beside a spoonful of cereal.

"Product enlarged to show texture," he chirps.

A wizard, once reputed to have the ability to summon demons from hell and bind them to his will, now stares in gape-mouthed awe at a processed oat puff.

My feeling is kids do not like a wizard who could be smacked out of the air and crushed flat by a spoon, nor do they like one who could get winded trying to lift a marshmallow. It's unseemly.

Kids like wizards because kids crave power. If you were a wizard, you could bring your favorite teddy bear to life. And not just to life, but 50 feet tall, able to breathe fire, and thirsty for men's souls.

Society, needless to say, has a vested interest in putting a stop to this.

"Wizards aren't real," we tell kids.

"Magic isn't real either, except for coin tricks. Here, let me show you a coin trick."

We then show them a stupid coin trick.

Kids tolerate this only because they know we'll give them the coin at the end.

Gradually, they learn not to ask about magic but to ask for money instead. That way, they don't have to endure the trick.

And so, we grow up to be good citizens who believe more in commerce than in magic. All those stories about wizards are just legends, and creepy legends at that. "We'd much rather see those nice Siegfried and Roy fellows levitate an enraged jungle cat," the voices of reason say, "than see some old sorcerer do his mumbo jumbo. That's weird!"

They don't know the half of it.

By Eric Black

NYAH, NYAH, VOICES OF REASON!

Despite what many people think, "wizards" really do exist, and they've been around for a long time. Archaeological discoveries, including rock paintings and carved totems found in southern European caves, suggest that people have been performing magic for tens of thousands of years. By way of comparison, the scientific tradition that denies the existence of magic has only been around a few hundred years.

With all that history, you would expect wizards to be dignified and wise.

You'd be wrong.

A 14th-century German occultist known as Abraham the Jew was the first wizard of the long-white-beard-and-pointy-hat school. Not much is known about Abraham, except that he wrote a wizard's how-

to book called *The Sacred Magic of Abra-Melin*, which contains such chapters as "How to be beloved by a Woman" and "How to cause Armed Men to Appear." The book attacks spells and potions, stating that true magic consists of mystical, mathematical computations. And as we all know, nothing drives a woman to the brink of "beloving" like a good computation.

In 15th-century France, a wizard named Agrippa had a reputation for conjuring demons. In his native Germany, rumors held that a teenage boy had once blundered into Agrippa's hidden sanctum while the mage was conversing with a demon. The demon pounced on the boy and killed him, but Agrippa used magic to give the body the appearance of a natural death. While no evidence exists to support claims of Agrippa's conjuring ability, he proved his mastery of causing Armed Men to Appear: when he publicly maligned the king's mother's grooming habits, a squad of soldiers showed up and arrested him.

Gilles de Rais, the 15th-century French nobleman better known as Bluebeard, was a wizard of black magic: magic performed with evil intent. Legends claim that de Rais killed over a hundred people for his rituals, and while it's hard to separate fiction from fact, historians suspect de Rais did, in fact, do some not-very-nice things. And some not-very-smart things, too. Although extremely wealthy, he was obsessed with finding the Philosopher's Stone, a mythical substance that supposedly could transmute any material into gold. The point of having the stone, of course, was to make a fortune, which is exactly what de Rais had before he frittered all his money away on *shyster* alchemists and sorcerers, looking for the stone.

The 18th century brought the self-proclaimed wizard Comte de Saint Germain. Magic was very much in fashion in Europe in the 18th century, and Saint Germain used his occult knowledge to exploit that fashion and gain access to royal courts, where he spied for both Prussia's Frederick the Great and France's Louis XV. Saint Germain achieved notoriety by claiming to have discovered the *elixir* of life. The *elixir* was believed to grant those who drank it longevity and eternal youth, and Saint Germain said he was no less than 2,000 years old. Wondering if the Comte's valet was also

immortal, a credulous nobleman asked the servant if he had been present at the wedding in Cana when Jesus turned water into wine. "You forget, sir," the valet responded. "I have only been in the Comte's service a century."

The most notorious wizard of the 20th century has been

Aleister Crowley. Crowley was a British wizard who received his magical instruction from a secret society called the Hermetic Order of the Golden Dawn. Crowley broke from the order, however, and published many of their rituals and spells. He complained they had sworn him to secrecy, telling him that what he would learn he must reveal to no man, and then proceeded to teach him the Hebrew alphabet and the names of the planets. Crowley lived a life of excess, leaving no drug or sexual practice unsampled. Although he died in 1947,

some people still believe that Crowley was, if not the devil incarnate, at least one of his minions. Others feel his contributions to magic are a great benefit to mankind.

But by now, you're probably wondering what the heck wizards do.

WILL THE INFERNAL LORD OF THE PIT PLEASE PICK UP THE WHITE COURTESY PHONE?

In the Western tradition, there are two varieties of magic: high and low.

High magic is the summoning of spirits, and there are a lot of rites and rituals one needs to know before attempting to summon. Wizards summon spirits because they believe the spirits can answer questions about the future, give instruction on magic, heal people, harm people, or simply provide the conjurer with a mystic experience. And whether you think of spirits as angels, demons, ghosts, or elementals, the one trait they have in common is that they don't come when you call them. At least, they don't come easily.

For that reason, high magic is heavily weighted towards ritual and ceremony. Very complicated ritual and ceremony. To summon a spirit, wizards say you need to know the proper name of the spirit and how it likes to be addressed, you need to have memorized pages upon pages of commands that will bring the spirit forth, you need to study carefully the stars to know the right time to perform the ritual, and you need to prepare your sanctum (you do have a sanctum, don't you?) with magic rods, knives, censers, candles, and orbs, all of which you have personally made and consecrated.

Just to make a rod, for instance, you have to find a perfectly straight branch on an almond or hazel tree, cut it in the early dawn with a single stroke from a golden sickle (don't even start if you don't have a golden sickle), run a magnetized needle all the way down its length, stick a prism on one end and black resin on the other, bind the whole thing with rings of copper and zinc, and then have it consecrated during a new moon by another wizard. That's so you can have a stick.

The point of all this work is that supposedly if you put concentrated effort into the preparations, the spirits will



Arvan Moddicks' Bane Shaman summoning who knows what.

come. In fact, wizards believe so strongly the spirits are real that one of the key steps in any summoning is the tracing of a magic circle on the ground. Magic circles are special designs that constitute impassable barriers to spirits. The wizard and his assistant stay inside the circle during the ceremony and the spirits stay outside. If the circle is broken at any point, it can mean bad news. Crowley and another wizard named Victor Neuberg learned this during a trip to Algiers in 1908.

HEY YOU—GET OUT OF MY DESERT!

One night, Crowley and Neuberg decided to slip out into the desert to summon Choronzon, a spirit described by Crowley as "the dweller in the abyss." Neuberg drew a magic circle in the sand while Crowley drew a separate triangle into which they would conjure the demon. Neuberg stepped into the circle, but Crowley stepped into the triangle so Choronzon would possess him when it manifested.

Newberg started the invocation and almost immediately Crowley was possessed. He raved like a madman and cawed like a crow, limiting the woman Neuberg loved, Crowley tried to entice him into leaving the circle. Neuberg refused. Crowley then began discoursing at length, speaking in the voice of the demon. Neuberg started taking notes on the speech and failed to see Crowley throw sand on the rim of the circle, obliterating part of it. Crowley charged in through the break and attacked Neuberg, throwing him to the ground.

Although he was stunned, Neuberg managed to pull out his magic knife and drive Crowley back into the triangle. Holding him at bay, Neuberg redrew the circle and completed the invocation, banishing the demon back to the abyss, two hours after the ordeal began. Neuberg was sick for weeks afterward.

The thing is, we only have Crowley's word that this happened, and Crowley was...well, a kook. He may well have been lying about the whole thing. He may also have been psycho enough to think acting like a demon and forcing a friend to sand-wrestle would be jolly good fun. Some researchers in the '70s, however, conducted an experiment that suggests there may be more to this type of spirit conjuring than we realize.

In 1972, a team of parapsychology researchers created a fictitious character named "Philip." Their goal was to see if manifestations of spirits, as reported by wizards and mediums, could be shown to have a psychological basis. They invented details about "Philip," including the color of his

hair, the details of his military career, and the time and date of his death. When "Philip" was complete, they attempted to contact him.

They gathered regularly, trying again and again to reach him, but never getting an answer. Finally, after a year, another researcher suggested they try some of the methods used in séances, such as joining hands around a table and singing. The researcher believed these techniques lowered skepticism and inhibitions. The team tried it and, sure enough, "Philip" responded.

"Philip" communicated by rapping or knocking on the table. He was able to provide accurate details about the time period he supposedly lived in—details not originally included in his profile—but he could not answer questions about his life beyond what the researchers had decided for him. Sessions with "Philip" were seen by live audiences and captured on film.

Whatever conclusion you care to reach about "Philip" and other spirits—whether they are psychological, as the Toronto researchers claim, or spiritual, as the wizards claim—this case demonstrates that poking into the spirit world carries the risk of actually contacting something. Creepy.

HOW LOW CAN YOU GO?

Low magic, the other kind wizards practice, is what you and I think of when we imagine magic. It's magic for people who are more interested in communing with money and babes than astral spirits. Low magic is all the cool stuff: spells, potions, charms, and curses. When you see a painting of a wizard conjuring a firestorm or casting a lightning bolt to smite his foes, that's low magic.

Unfortunately, low magic is also the clearinghouse for all that is hokey in the world.

What is a self-respecting magic believer supposed to make of the Hand of Glory?

This was a talisman consisting of the hand of a hanged man, pickled in salt and dried in the summer sun. Supposedly, if you used it to make a reverse sign of the cross over a sleeping person, you could rob them blind without fear of waking them. As recently as 1833, burglars in Ireland were caught using this.

The basic idea in low magic is that you get hold of something that has power, whether it's a word, plant, or object, and then use that power to make what you want happen. Before I start with the spells, though, I should warn you that some of them are gross. Also, if you think you might want to try a "spell," don't. The people who came up with this stuff did not realize that potentially fatal diseases were communicated through bodily fluids. And we'd rather not get sued for all we're worth.



One more question, straighty sec. What're the winning Lotto numbers?

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Balancing the Scale

BY MICHAEL BOERKE

Someone once bet me that it was impossible to build a single-color tournament deck. Twenty-two tournaments later, I decided they might be right. Except for white.

As it stands now in *Magic*, white is the most powerful color. Before you start claiming otherwise, think about everything white can do. It has the top spells in all main categories:

- Land Destruction: *Annihilation*. For four mana it blows up all lands. What other color can do that?

- Creatures: Great creature selection, including perhaps the best in the game, the *Serra Angel*.

- Creature Enhancements: Blessing for individual creatures and the all-encompassing *Crusade* to affect all white creatures at once.

- Creature Elimination: *Swords to Plowshares* knocks any creature out of the game for good—kaput, bye-bye, skip the graveyard and go grow some wheat; sure, you give your opponent some extra life, but I'll guarantee you they'd rather take the creature almost every time.

Everyone knows the trick to winning in *Balance*. Remember *Wayne's* stark move in *The Knots EP*?

The Crusaders

CREATURES

White
 1 *America Kabbini*
 2 *Island Scouts*
 4 *Vesio Pegasus*
 1 *Order of Leather*
 1 *Pkation*
 2 *Preachers*
 4 *Savannah Lions*
 2 *Serra Angels*
 2 *Thunder Spirits*
 2 *White Knights*

SPELLS

White
 1 *Angelic Voices*
 1 *Army of Allah*
 3 *Balances*
 4 *Crusades*
 2 *Beastwhans*
 3 *Reverse Damages*
 3 *Swords to Plowshares*

ARTIFACTS

3 *Dark Spheres*
 1 *Icy Manipulator*

LANDS

1 *Karakas*
 15 *Plains*
 3 *Strip Mines*

SIDEBOARD

1 *Circle of Protection: Blue* (to handle blue damage)
 1 *Circle of Protection: Green* (green damage)
 2 *Circles of Protection: White* (white damage)
 1 *Dark Sphere* (big crushing blows)
 2 *Disenchantments* (artifacts/enchantments)

2 *Greater Resolves of Preservation* (black or red damage)
 1 *Karakas* (black decks)
 1 *King Solomon* (drama/secret decks)
 1 *Land Tax* (draw more cards against discard decks)
 1 *Lifeblood* (red decks)
 1 *Horrible Pegasus* (black decks)
 1 *Relic Barrier* (artifacts)

• **Artifact/Enchantment Elimination:** White does it the best—both in one shot—with the strongest all-purpose spell around, *Disenchant*.

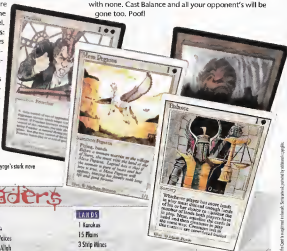
With all that going for ya, how could you not love a white weenie deck?

The idea behind this pure-white deck is, again, speed. There's a nice complement of different-casting-cost creatures, ranging from the quick-striking *Savannah Lions* (out on the first turn) to the dominating *Thunder Spirits* (WW1) to the heavy-air-support *Serra Angels* (WW3).

Usually, you'll come charging out of the gates with a bunch of 1/1s, then drop in your special-ability guys (*Preacher*, *White Knight*) when you have the necessary mana. Keep the stream of creatures rollin'—as you pull *Crusade* after *Crusade*, your weenies will become giants, and you'll find your opponent dropping in life faster than he can pull cards to stop you. The best defense is a good offense, so keep pushing him.

Defense, though, is where you can shine. Besides the *Swords to Plowshares*—nice for knockin' off big, tough monsters—and *Strip Mines*—land destruction slows down your opponent, prevents her from using particular colors—you've got white's secret weapon: *Balance*.

Balance can do so many things for you. First, if you find yourself getting pummeled by one or more large creatures, block with your smaller ones until you're left with none. Cast *Balance* and all your opponent's will be gone too. Pool!



Also, you can use Balance as a white Mind Twist, dropping your cards in hand (easy with this deck; you'll blow through creatures pretty quick) and popping out a Balance. Your opponent is forced to discard down to what you have left in your hand—zero if Balance was your last card.

Finally, try sandbagging and surviving with only two lands for as long as you can. Let your opponent build up as many lands as he wants, and then—wham, hit 'em with Balance. It acts like a partial Armageddon.

My only caution to all of the above plays is to watch how many cards you have at all times. As the name implies, Balance is the Great Equalizer, but it can hurt you as well—never play it when you have the most creatures or lands, and always watch to see how many cards your opponent has in hand, or else you may end up having to drop a ton of great stuff when all is said and done.

Throw in Dark Spheres and Reverse Damages, thus preventing you from taking a colossal amount of damage from one source—like a Channel Fireball or a Blood-Lusted, Berserked beastie—and you have quite the defensive posture going.

Still, there are always dangers to playing a single-color deck. Once your opponent realizes that white is the only thing showing up (especially in a tournament), she'll be able to rig her deck to compensate. The big cards to worry about are Gloom, Flashfires, and creatures with protection from white, like the Black Knight.

Fortunately, this deck can deal with all of them. When playing black or heavy artifacts/enchantments, sideboard in your extra Disenchants to get to Gloom as soon as possible. Flashfires you'll just have to take on the chin—but as long as you're smart and hold an extra land in your hand, you should be able to bounce back pretty quickly with your low-casting-cost army. (I once won a tournament match after getting hit with both Gloom and Flashfires, so there is hope.) And the Black Knight goes down with a handy-dandy, no-creatures-on-your-side Balance.

White all by itself can be a killer. In my mind, it's strong enough to fly solo. White's so versatile on its own, and you're always drawing plains, so you rarely run into mana problems. In essence, you have a concentration of power that'll leave bad guys several feet under.

Enter the flat, high hills, and it's just as good as having the balance and four mana to use your deck. We recommend exploring the use of the balance with a Wrath of God and a Spirit Link.

THEME DECK THE NON-KILLER DECK

Beat the Clock

The pure, cold sensation of fear. The kind that worms its way into your belly and tenses your bowels.

It's great fun. Especially when it's your opponent's brews that are a-loose'n'. And that's what this deck is all about. Aside from the essentials that almost every deck needs—creatures, artifacts, artifact destruction, and the rest—this unpleasant 60-card bad boy revolves around the cards with delayed effects. Instead of the strategy and subterfuge that go into most Magic games, your evil schemes will be laid bare for the world to see.

And that's the point. Your opponent will know what you're up to, but with the consent of hexed-up cards you'll be spreading across the tabletop, it'll be one of the few occasions where knowledge can be a bad thing.

M A C H I N A T I O N S

CREATURES

Black
4 Armor Thralls
2 Giant Slugs

Blue
4 Mermaids

Green
3 Fogwizards
1 Spore Flower
3 Thollid Brevancers
2 Theloth Druids

White
1 Justice Honeycreeper

SPELLS

Black
2 All Hallow's Eyes
1 Demonic Tutor
1 Toward's Gate

Blue
1 Tidal Influence

Green
1 Cocoon
2 Night Salks
1 Regrowth

White
2 Amies of Mohr
2 Disenchants
1 Divine Intervention
2 Wraths of God
2 Wards of Rain
1 Triskia Egg

LANDS

3 Badlands
4 Bayons
1 Maze of Ith
4 Seaside
3 Tropical Islands
3 Tundra
3 Underground Sea

Pat McCallum
Timekeeper





Game Warden

BY JEFF FURBER

Shootin' the breeze with TSR's creative head, Jim Ward.

Hollywood has its own sense of time.

We're working on a couple other great, big computer ideas. We had the No. 1 coin-operated game this year—*Tower of Doom*—in fantasy, and Capcom's planning on doing another for next year.

We're into all sorts of media, from CD-ROMs to audio CDs and even on-line presences.... When you do a novel, a comic book, a card game, and a roleplaying game on the same subject, they breed more sales among each other. It happens every single time.

For longtime gamers, there are few more-recognizable names than Jim Ward's. As vice president of creative services at TSR, the world's first and largest roleplaying game company, Ward's influence has been felt throughout the adventure game industry. A legendary game master and an ever-present icon at gaming conventions, he has been an integral part of TSR's creative vision for years.

Married with three children now, Ward was born and raised in Elkhorn, Wis., a mere seven miles away from TSR's headquarters. A prolific writer, he has worked on numerous games, including TSR's first collectible card game, *Spellfire*, which he co-created. We caught up with Jim one morning to talk with him about TSR and himself, past, present, and future.

New Stuff

What new directions is TSR moving in?

Come Thanksgiving, we're going to have a two-hour, made-for-TV movie called *Wildspace*...

Nelvana is going to do a two-hour animated cartoon on *Dragonlance*, a PG-13 feature film. They're shooting for December, but I'll believe it when I see it.



Here's a question I'm sure you've heard every time: How far along is the AD&D movie?

It's scheduled for '97. They have a script—it's wonderful. They have a producer and a director. We can't name names. That's Hollywood again, but *Vanity* is already talking it up. That's definitely happening. It's just that the when of it is in question.

How do you think this exposure will affect TSR?

The name *Dungeons & Dragons* is known in 99 percent of all the families in the United States.... Lots of gamers are having lots of fun on the weekends, and moms and dads just throw pretzels and sodas at them and can't figure out what they're doing. When we do movies and cartoons, I think it helps legitimize the effort.

Collectible Card Games

When did you first hear of Magic: The Gathering?

Origins '93, just before it became famous. I saw a little company giving out free cards to their little card game, and nobody thought anything of it, and everybody walked right past them. They were all buying White Wolf's [*Vampire*:] *The Masquerade*.

Then I didn't hear anything about them until Gen Con, and suddenly everybody was buying their stuff....

The game was a little complicated. The rules were terribly hard to read. I said, "OK, it's an interesting game. It should do well in the hobby." Who knew?

I've played a lot of Magic. I want to understand the system and what they're doing. I can see why it was a hit. It filled a niche. More and more, as we get deeper into the '90s, people don't want to spend time on games....

When it became a big deal after August, I started waving the red flag at TSR. "Let's get a game going here. Let's make it happen." Finally, in June [1994], we came out with *Spellfire*.

How do you see the future of collectible card games?

I often compare it to 1974, when the wargame market was so strong. Wargames were selling on every topic, and then roleplaying came out. Everyone said it was a passing fancy, and now there are almost no wargames, but roleplaying's still here.

We want to make sure that doesn't happen at TSR with this new, baby card-game market. We recognize that it's going to be a new category, but we aren't going to let roleplaying suffer for it.

Our marketing info says it's cutting into the comic book and sports card industries.... We had our best year last year.

Beyond *Spellfire* and *Blood Wars*, what's your favorite collectible card game?

I'm really looking forward to the *Battletech* and the *Tolkien* games.

I've played some *Doomtrooper* and enjoyed it. I play *Magic* all the time, and every time a new

expansion comes out, I get the cards. I really like the variability of the game.

If card games can be extremely varied in how you put the cards together, that's a gigantic strength. All the games TSR designs will have that feature because it's too good to not include.

Spellfire

Did *Spellfire* come out as you envisioned it?

Exactly. I wanted a card game that was collectible, that had a wide variety of cards....and I wanted it to key into the [Advanced *Dungeons & Dragons*] system, because we have a lot of AD&D fans.



How popular is *Spellfire* compared to other collectible card games?

Spellfire, last year, was Wadkenbook's biggest game seller, so in the book trade, we were gigantic. In every other trade, we placed second after *Magic*.

Magic is a wonderful phenomenon that is shaping a new industry. We've jumped on the bandwagon big-time.... We're not the phenom, but we're in there and making a name for ourselves.

It's a matter of presenting new material to the marketplace and seeing what consumers do with it. They do buy our cards, though there's a very vocal *it-it's-not-Magic!*'s-junk crowd out there. Some retailers and distributors are also in that crowd....

Any card game has to get over that initial stigma. Every *Star Trek* fan in the world bought the first-edition *Star Trek* cards. It didn't matter what the game was like, and that's fine. We traded in on our AD&D-ness....

I play all the card games at least once, so I know what I like, and what's good and what isn't about what's going on out there. I'm positive that *Spellfire* and *Blood Wars*—the rules and the way we put the game together—are the equal of any competition out there.

"We recognize that [collectible card games are] going to be a new category, but we aren't going to let roleplaying suffer for it."

— Jim Ward

How does the fact that it's as easy to use high-powered cards as low-powered ones affect *Spellfire*'s balance?

Our object is to bring out lots of interesting things quickly, and get them. It's a faster-paced game.

There are interesting cards out there that can balance any card.... There is no single combination, or even three or four combinations, that will give you a guaranteed win. The balances and checks of the game are such that we don't ever have a problem with powerful cards coming out that no one can do anything about.

Is *Spellfire* a game in which someone who spends a lot of money on the game has a big advantage?

Absolutely not. Every single booster increases the difficulty and interest of the game. People that have *Rowenloft*, *Forgotten Realms*, or *Dragonance* cards will do much better than people who just have the basic set because we're constantly putting new levels into the game.

Spellfire

There have been some complaints about Spellfire's artwork all being recycled.

TSR art is the best in the industry. I can understand the collector who doesn't want to see the same piece of art used; he's collecting for individual pictures. But a gamer should love that art. It's hot; it's fun.

We don't get complaints about art from the gamer. We do get it from the collector. They have their point of view, and it's very valid. We love collectors because they buy whole [point-of-purchase displays].

We fixed that in *Blood Wars* with almost entirely original art, and we'll continue to do that. But in *Spellfire*, we want to use art from things that the gamers know. We don't think it's a detriment.

There have also been complaints about printing the edition on the card back.

We've had gigantic debates about this... Everybody in this marketplace is trying new things. We just want to make sure that the

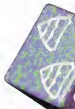
convention every quarter for a year and a half, and then we go on to other things.

Why's that?

One of the aspects of card games is the collectibility. If you stop printing it, then something becomes more collectible.

Look at the bigger companies, the Milton Bradleys and the Parker Brothers. Most of their games have a one-year lifecycle, and then you have to go to collector shops to get the products.

This [invite lifecycle] is an unusual thing for the marketplace, and we think it's



"There's never been a collectible dice game. In **Dragon Dice**, you can build your own armies, much in the way that miniaturists build armies with toy soldiers."

— Jim Ward on *Dragon Dice*



collector never feels gypped and is never confused about the cards he's getting

Blood Wars and Beyond And now you have *Blood Wars*.

In Planescape, we have literally millions of creatures and interesting battle scenarios. That's what *Blood Wars* keys into, fighting in the planes.

So far, we've had tremendous success. We sold out before we shipped, and that's always a nice feeling.

How was the process different from *Spellfire*?

Basically, the *Spellfire* game came out very quickly, and it was a game that we aimed at all of our AD&D audience. The *Blood Wars* game we aimed at primarily our Planescape audience, that we have thousands and thousands of players of. Because of that, we had a smaller focus, and I think a smaller focus gave the game better play.

What future plans do you have for *Blood Wars* and *Spellfire*?

Spellfire we end this year. We have a two-year cycle on our card games: we give 'em two years and put out expansions every quarter. In *Blood Wars*' case, we're gonna have a

healthy. We're continually looking over that ridge for the next big thing.

Dragon Dice

Tell us more about *Dragon Dice*.

It's due out in August. In *Dragon Dice*, you roll dice, and each die is an army of creatures in a fantasy world. You're trying to take over land chunks in the form of dice. It's a fast game of dice rolling. There's over 90 different kinds of dice, and each box has 18 dice, so you get a different set of dice with every box.

It's an expandable game. You can have a whole dwarf army or an elf army or whatever. The expandability and the rolling of

DRAGON DICE

TSR's latest game could be a hit—especially if players can find a way to store thousands of dice and still have room to breathe.

the dice, we think, is going to be a real popular theme through the end of the year.

You're planning expansions for that too.

Absolutely. The first kicker pack is an expansion of monsters and humans. The second features lava elves, and the third has a collection of undead creatures. So we've got lots going in the dice area.

How did Dragon Dice evolve from an idea into a reality?

Last year, a man came to us from Europe with an interesting dice concept. You could pop out the face of the die and plug in new faces. We thought that had interesting game possibilities. We talked to him about doing a game, but we couldn't resolve philosophical differences. We said, "OK, we can't have removable dice faces. Let's do a dice game without removable faces."

So *Dragon Dice* was born, going from an interesting dice idea to a normal dice idea with a new twist to it. There's never been a collectible dice game. In *Dragon Dice*, you can build your own armies, much in the way that miniaturists build armies with toy soldiers.

Why do you think it's going to be a popular game?

It has card elements in it in putting together your own army. It has miniature elements in it, so it's going to appeal to the miniaturist. It's a fun fantasy game—it plays really quick—and people love to roll dice.

History

How did you get involved with TSR?

I met Gary in '74, and he taught me how to play *D&D*. I said, "Gary, we have to have a science fiction version of this." He said, "Well, why don't you write it?" So I did, and *Metamorphosis Alpha*, the first science fiction roleplaying game, was born....

Until 1980, I did developmental and editing work for TSR while I was teaching history and English at a small high school.... In 1980, I started with TSR and did lots of freelance projects for them while working in the sales department, then the book department, and then in marketing.

In 1984, I left TSR for a while. During that time, we invented the one-on-one book. This allows two people to play a game together while they read their books....

I came back in '86 into R&D [research and development]. From then till now, I've been in R&D and into marketing, and now I'm head of the R&D group again... It's where I think I belong.

How has TSR changed since its early days?

It's a business now. We don't do products anymore just because we love them.... There were a lot of wargame and roleplaying products that were done that should have never been done.

We want to appeal to as many people as we can when we make products.... It's our greatest strength because we do not do things that upset parents, but it's a weakness because there's an element of players out there that we don't get because they

think we're too Walt Disneyish.... We don't tell them how to roleplay. We just present products that aren't as hard-edged as some of our competition's.

You write novels these days.

Too many to count off the top of my head. My latest trilogy—the *Pool* [of *Radiance*] books based on SSI's computer games of the same name—came out last year, and they've just been translated into Japanese and French. All the others were game books. My first was *Light on Quest Mountain*, a *Gamma World* game book. I did a Conan, a Marvel Wolverine one, and lots of others.

What kind of books would you like to write in the future?

I really like holocaust stories, so I know there's a couple novels there that I have to do. My big dream is to do—and this sounds really silly—an Arthurian legend trilogy that doesn't have an unhappy ending.... All that bad stuff happened, but then there's another chapter yet to be seen where Arthur grabs Guinevere out of that convent that she's in.

TSR Today

How did TSR grow into the corporate juggernaut it is today?

We hear what the fans are wanting and what they're liking and not liking, and we respond to them. That's probably the biggest factor.

We're also lucky in that we were the first.... Some people have grown up playing our material, and now they're teaching their sons and daughters to play, too.

Exactly how does TSR stay in touch with its fans?

We do a little bit of everything. We do lots of conventions where we send our designers and editors and our sales and marketing people out to work the conventions and do seminars and talk to the people....

We're on three different on-line systems. On America Online, we have our own big bulletin board area. We believe bulletin boards are a big deal.... so we're getting more of a major presence there.

Fans love to write us, and we read every single letter that comes into this building.... We're doing five hardbounds this year, and that's how they were made: by reading the letters from people saying, "We do this in our game. Why don't you guys do it, too?"

What sort of games do the employees play?

At lunch time right now, they're playing *Axis and Allies*, and they're playing some *Star Frontiers*—that's an old game that we did. They're playing a lot of *Blood Wars* and *Magic: The Gathering*.

I really encourage my people to look at other people's products. We want to stay ahead of the competition, and the only way to do that is to know what they're doing.

What's the atmosphere of TSR like?

It's pretty friendly and open.... We have all the editors and designers upstairs in Cubeland, as we call it because each one has their own cube. Each group gets together once a week for meetings, and after

Jim's Handiwork



Light on Quest Mountain



Pool of Radiance



AD&D Legends & Lore



AD&D Strongholds

Game Warden



the meetings, they have play-test sessions in which they play-test either their products or other people's products....

[TSR President] Lorraine Williams is very concerned about morale. Creative people are sensitive souls. They need a lot of care and attention, just like flowers, and they get it here.

"We are hardly ever late with product, and we're never late with major product. That's one thing that keeps us far ahead of the competition."

— Jim Ward



From the deepest dungeons to the furthest planes, adventure in TSR's countless worlds.

What are your favorite games to play?

I really like *Battletech* from FASA. I really like *Metamorphosis Alpha*, but I hardly ever get to play it any more. I'm playing an awful lot of *Spellfire* right now.... There's a computer game called *Stronghold*, that our licensee SSI put out, that I've wasted far too many hours on. And there's a board game called *Quo Vadis*, which is kind of a political, fast-talking game, and I've played hours of that.

Jim's Job

What's your job at TSR?

As of August '94, I'm vice president of creative services. Creative services here at TSR is our R&D group.

I'm responsible for the schedules and for the TSR line. Every year at TSR, we have a line review for the next year or the year after. In May, we're going to review the products we want to do for 1997.... We try to make products that will interest people in the year or years to come. We got done with '96 in December, and we're starting to write those products now.

Do you insist on for new ideas, or is your job to bring other people's products to fruition?

TSR has product groups, each in charge of certain trademarks. Tim [Brown] watches these groups to make sure their products come out on time. I watch them to make sure the products are as creatively interesting as possible.

We are hardly ever late with product, and we're never late with major product. That's one thing that keeps us far ahead of the competition.

What's a typical day like for you?

Today, I've got a lot of questions to answer about *Spellfire*, and I have to work on the rules for *Dragon Dice*.

Dragon Dice is our big new game for August, and we want the game to appeal to a wide audience, so right now we're working on the vocabulary of the game. We did a reading-level review, and it was 12th-

grade reading level. That's quite high for a game.

Milton Bradley works for a 7-year-old's reading level when they do their rules. We want it to be about ninth grade.... You're not talking down to your people, but the rules then become easier to read.

No one these days wants to spend a lot of time reading rules. They want to read the rules for 20 minutes, and then they want to play the game.

Competition

Wizards of the Coast has had amazing success. How does it feel to have a true competitor?

We love competition. It spurs us on to greater efforts. For a long time, we didn't have any, and we unfortunately still don't have any competition in roleplaying. This tells us that this new category is a force to be reckoned with, and we have to work a little harder and maybe in new ways to keep the attention centered where it belongs.

TSR has no competitors in roleplaying?

I didn't mean to say that—it sounds really egotistical. Our sales are stronger than anyone else's, but I think there's a lot of competition in terms of quality. There are five or six companies out there whose best is as good as our best.

How has TSR managed to stay ahead of the competition?

We've spent a great deal of time, money, and marketing questing, if you will, to find out what that new gamer is like and needs. We believe if we get 100,000 people to buy a game, we'll get 50,000 of those to continue playing. Ten years down the road, we'll have 10,000 still playing and buying games....

We have seven different fantasy trademarks.... You're casting your line out with different kinds of bait to appeal to different kinds of people.

Anyone who likes horror has a good chance of liking our gothic horror line, *Ravenloft*. *Forgotten Realms* is our heroic, hack-and-slash world where you bash down the door, you kill the monster, and you find the treasure. *Dragonlance* is kind of our high soap-opera game in which honor and glory mean much more than treasure.

Last question: What's the most exciting prospect that's still in the initial stages of development?

How can I do this and not give anything away to the competition?

A new form of roleplaying, based on an old TSR trademark, that we're going to have come out in '96. It will allow you to roleplay in a whole new interesting way that's never been seen before.

Next Feedback is a freelance writer and game designer (aka "writer of lore") who's been published by more companies than he cares to count. He and his extremely understanding wife live in San Anito, Mex., where they raise two dogs and several cats.

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For a list of winners, available after August 15, 1995, send a stamped, self-addressed envelope to MicroProse Magic Winners, c/o Wizard Press, 131 Wells Ave., Congers, NY 10920-2804, or just keep watching InQuest.

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CONTEST

Casting Call

Part II



InQuest casts the **MAGIC** movie. The **Bad Guys**

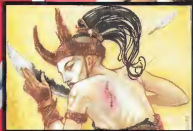
By a bunch of InQuest staffers

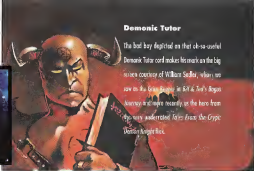
Last month we listed who we thought should play the good guys if they ever made a Magic movie. We're back this month to cast the villains of this epic flick. While all this is just mindless fun and doesn't represent any real Magic movie being made, we

think you'll get a kick out of it nonetheless. So sit back, grab some nachos, and, as they say in Tinsel Town, roll 'em!

Fallen Angel

Though all movies with Madonna in 'em suck, we've got faith that the Material Girl could play the Fallen Angel to a tee.





Demonic Tutor

The bad boy depicted as that oh-so-useful Demonic Tutor could make his mark as the big screen courtesy of William Sadler, who we saw in the Green Berets in GI & Joe's Bogus Journey and more recently as the hero from the very underrated *Tales From the Crypt* *Devil's Angel* Box.



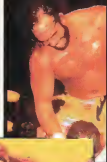
El-Hajjaj

The turban-wearing, staid-looking El-Hajjaj would be played by Maximilian Schell, who starred in *The Black Nile* and *The Chinese*.



Azathi Berserker

"Step into a Slim Jim!" Playing the part of the rampaging Azathi Berserker is the smoked-beef-loving pro wrestler Randy "Macho Man" Savage.



Eng Kaidor

Ex-M.A.S.H. cast member and Mars bar lover Jamie Farr would pick up the robes of the "Most attack every... tarr" Eng Kaidor.





Scarwood Hag

Best known for her roles in *The Beastly Middle* and *Loach* books movies, we chose Chris Loachman to tackle the role of the highly understood Scarwood Hag (Boy, if they were fans before, those Portman and Cate Blanchett sure ain't *ArQues'* fans now.)



Sengir Vampire

Playing the very awesome (and very bald) Sengir Vampire is the way-cool Ben Kingsley, known widely as *Gandhi*, and more recently seen in *Die Hard* and *The Hitman*.



Syphon Soul

One of the most useful cards in end-*trip* play: *Magic* comes to life courtesy of Nicholas Cage, whom you recall from his roles in *Powder*, *Face/Off*, and *Mo'Nstruck*.



And that wraps up our link *Magic: The Gathering* movie production. If you had as much fun reading this stuff as we had slippin' it together, just e-mail and let us know. After all, what's a great flick without a sequel? (Right? *Right?*)

Knowing that success is the right thing to do and a tasty way to do it, the *ArQues'* staff does "it" a lot.

Money for Nothing?

Can Magic cards replace U.S. currency?

By John Seals

Photos by

Jim and Mary Zubrzycki

(enough comments for ya, buddy!)



The McBurger's manager is not impressed by John's plight. John ups the ante, to no avail.

Uncle John's Patented Side Note™ No. 1:

I know the phrase "real world" is scary for all you game players out there, but sometimes it isn't bad. If you spend enough time in the "real world," you might meet a nice girl or something. Try it!

Some people will do anything for a buck. Across the river from me, in Minneapolis, there's a guy who, for a fee, will pick up all the dog poop from your yard each week. I, on the other hand, have high standards when it comes to what I'll do for cash. So when the frenzied folks at

InQuest said, more or less, "Hey Seals, do ya wanna make a fool out of yourself? We'll pay ya!" of course I accepted. I mean, a big guy like me's gotta eat.

The deal is this: those *Magic: The Gathering* cards you're holding in your little fingers are gaining value like crazy. Prices of some of these little beauties are over the "magic" \$100 mark. The staff at *InQuest* wondered, and got me to find out, if these values meant anything in the "real world."

I was to take a bunch of *Magic* cards around to different businesses, accompanied by hard-working—and slightly embarrassed, I'm sure—photos of Jim and Mary Zubrzycki (pronounced Smith), and see if anyone would trade real goods and services. I give you a Goblin Balloon Brigade, you give me a hot dog. Got it? Good, let's do it.

The first place we tried was the neighborhood McBurger's. It was early, and we were thirsty, so I decided to see if I could pick up three hot cups of coffee in exchange for three cards with a market value of about a dollar each. Since a cup of joe was about 69 cents American, I figured we were a shoo-in. Wrong.

As soon as Jim and Mary pulled out the SLRs (their cameras, game boys), the

Mickey B employees freaked. In about 15 seconds, a manager was upon me demanding an explanation.

"Why?" he asked.

I was stumped. But I managed to stutter out an explanation anyway.

He just smiled at me.

"OK, I'll up the ante," I said nervously. "Two \$1 cards for each cup of coffee. And I promise not to sue you guys if I spill it."

"Why?" he asked again.

I tried my best to explain the subtle nuances of what I was trying to achieve. He didn't budge. Frustrated, we headed down the street to Burger Palace.

Burger Palace may have beat McBurger's in recent taste tests—although I can't figure out why these so-called "taste tests" never track down a real burger chomper like me for an opinion—but Burger Palace is no more interested in trading *Magic* cards for java than McBurger's. This time, we avoided the manager, but the cashier, wearing Madonna's concert radio headset, was not in the mood to barter.

"I don't think so," he said.

"But there's Remove Enchantments and Reverse Polarity cards here," I implored.

"I don't collect them, and that'll be \$2.79 for the coffee."

"But what if I spill that hot coffee by accident," I said, raising my eyebrows knowingly.

"Sorry, not interested."

I paid up with real greenbacks and we moved on.

Just so the rest of you know, out here in Minnesota the winters are rough. We do a lot of things indoors, like baseball, football, and even soccer (shudder). One of the other things we're forced to do indoors is tan. When you only get about 45 minutes of sun a year, you do what you gotta do.

So we sauntered over to Ray's Tanning Salon, prepared to wheel and deal for some of those precious ultraviolet rays

GROO



A seemingly sure habitat for *Magic* lovers, the local convenience store once again stymies John and his weary travelers.

Nobody said it was going to be easy. Cards in hand, John sits curbside pondering his next move.



Hey, I can see through things!



that are so rare in the Great Northwest.

Phil, the amiable clerk, was taken aback by all the photo equipment Jim and Mary had and by their less-than-successful attempt to appear nonchalant in the roughly 6-foot-by-6-foot office.

(Hey, don't worry, people's names have been changed to protect us from legal hassles.)

Phil was sort of confused by the whole deal.

"A magazine about cards?" he asked.

"Not just about cards but gaming too," I amplified.

Nice as he was, Phil couldn't trade any tanning, even when I offered a Mind Twist, value \$6, for a half-hour of tanning, value \$4.50 plus tax. He did show me a tanning bed and let me try on some cool yellow goggles, though.

On the way out, I tried to stuff a fungusaur card into one of those "on your honor" candy displays in order to score a pack of M & Ms, but the slot was too small.

We were beginning to think no one would trade these cards for anything of value. I thought about offering a Helm of Chatzruk to a guy we saw drinking from a brown paper sack at a bus stop, then decided that this was a line I didn't want to cross. Yet.

Next, we strolled into a neighborhood corner convenience store, the kind usually staffed by pimply, overweight high school students. I figured—and don't take offense here, gentle reader—these guys would be likely to trade for *Magic* cards!

To my chagrin, the cashier was an older, sour-faced lady who wasn't interested in swap-

ping an Air Elemental for a couple of packages of "low-fat" (yeah...right) Twinkies.

She was aided in her refusal by her husband, who was, in my humble estimation, about 350 pounds. There was also some other smelly guy in an even smellier trench coat who looked ready to pull out an Uzi and spray the place with bullets at any moment. Geez, isn't the post office open on Saturdays?

Discouraged, we analyzed our strategy. Where could we go to find people likely to know what *Magic* cards were? A place where the clientele would appreciate what we were trying to do. A place where game heads would drool at the chance to get their mitts on the hottest thing since nine-sided dice...

"The arcade!" I shouted.

"Let's go to the arcade!" So we went to a mall. Since certain things are best forgotten—our visit to this mall being one of them—we'll just call it Anymall, located somewhere in Anytown, Minn.

When we arrived at the Anytown Arcade, Brian, the incredibly crabby and apparently angst-ridden clerk, was not only rude but practical as well.

"Trade cards for tokens? Even if I could I wouldn't. Tokens aren't real money either."

As Jim and Mary snapped away, he started waving his arms. "I don't want my picture in no damn magazine, either!" he added.

It was this commotion, along with the popping flash bulbs, that attracted the mall's resident 4-foot-6-inch security guard. He came up to me and asked what I was doing. I squinted at his bat-

tered nameplate, but the only letter I could make out was "L." After hearing my story, he decided it was time to enforce an obscure mall ordinance.

"You're going to have to leave," he said between mumbles into his walkie-talkie. "No photographs without prior management approval."

"You're kidding me," I protested.

"No, I'm not," he said, fingering his can of Mace.

We gathered up our gear and walked, heads down, to the parking lot.

Looking dejectedly at Mary and Jim, I opined, "I must be the oldest guy in history ever to get kicked out of an arcade."

Both of them had a look in their eyes that seemed to say, "I wonder if we can renegotiate our price for this?"

Our next stop was Computerville, where the clerks were more worried that our pictures had caught one of them without a tie and that their boss might see it.

"Relax, does your boss read *InQuest*?" I asked.

"Starquest?" said the clerk.

"No, *InQuest*, *ImnQuest*," I replied, beginning to wonder if it wasn't too late for me to renegotiate my fee.

"I guess not," said the tieless guy nervously.

"See, nothing to worry about," I replied. "What do ya say, one Jandor's Ring and one Jandor's Saddlebags, street value 20 bucks, for that funky pink Itza Remote universal remote?"

"No can do," he said.

"What if I up the ante? I'll throw in an Orcish Artillery and a free Resurrection," I countered, figuring anybody can use a free Resurrection.

"You could try all day and I still couldn't do it," he said, adjusting his tie.

"Is that a clip-on?" I asked.

Six places and absolutely no one was willing to give me anything. Could it be that these cards have no real value? Could it be that price guide prices are bogus? Could it be that you should play the game, trade the cards, and forget about how much they're worth? Say, is that Orc General green?

Our next stop was Old Mildew's, a fine local bookstore that actually sold Magic cards. Craig,

the store manager, recognized the cards immediately and offered to trade.

"A Jandor's Saddlebags and a Jandor's Ring... huh," he said, staring at the cards. "Yeah, I'll trade you for...uhhh...this sack of POGs!"

I was taken aback. If there's anything I think of as worthless in this world, it's discarded milk bottle caps. Why not collect old embossed napkins? Sheesh.

But this was no time to get high and mighty. "Deal," I said, elated to be able to make a trade. Walking outside, fingering my huge sack of POGs, I realized I'd just gotten my nephew's birthday present. At no charge! I started rethinking my stance on both Magic cards and POGs.

Maybe our luck had changed. I strolled into a floor-covering shop, Floor Furnishings, and began haggling with sales consultant Mitch over a particularly nice-looking 12-inch-by-12-inch piece of kitchen ceramic tile. The tile cost \$5.49, so I proposed a swap for a \$6 Lurker card. To my surprise, Mitch accepted.

"Sure," he said looking at the card.

Since I can't pass up a bargain, I immediately offered Mitch the whole box if he'd remodel the bathroom at my house.

He politely refused, but agreed to pose for a triumphant victory shot with me.

Flushed with success, I asked Mitch if he knew anybody else who would be "stupid, err, uh, willing" to trade stuff for cards.

"Try Derrick over at the Quick-Signs store," he suggested.

Burdened with all our booty, we trundled into QuickSigns. Derrick was reluctant to help us out, but, in the Minnesota tradition, was too nice actually to refuse.

He had some poignant commentary on the real value of Magic cards, though. "Let me see if I have any junk around here to trade you," he said, going through a stack of posters.

He came up with a sign that said "Twin Cries."



Our hero, John, gets hassled by the Man and some kenne, no fun punk we call Brian.

Uncle John's Patented Side Note™ No. 2:

O.K., kids. This just goes to show you that the world is full of cranky jerkwipes like Brian and his buddy "L." The best thing you can do is just ignore them. Or figure out a way to piss them off even more in return. So the least I can do is convince the *InQuest* staff to run Brian the arcade attendant's picture anyway. Hey

Brian, lighten up!

adjusting his tie.

"Is that a clip-on?" I asked.

Six places and absolutely no one was willing to give me anything. Could it be that these cards have no real value? Could it be that price guide prices are bogus? Could it be that you should play the game, trade the cards, and forget about how much they're worth? Say, is that Orc General green?

Our next stop was Old Mildew's, a fine local bookstore that actually sold Magic cards. Craig,



Feeling the heat after five strikeouts and near incarceration, John heads to Computerville.

POG: My Magic cards are worth a sack of POGs???



"What's it worth to ya, Derrick?" I asked. I sensed the opportunity to make a real deal.

"Nothing, really, the guy who ordered it never came in and picked it up."

I settled on a Wall of Water; Derrick was reluctant to take home "weird ones" to his kids.

It was all downhill from there. Used sports equipment store Dusty Sports refused to swap any number of cards for a cool old catcher's mitt or even a dirty old bike helmet.

"I heard about these cards on the news," said Keith from behind the register. "Some kid in Minneapolis got beat up for these."

It's a sure thing those little hooligans never tried to swap the cards anywhere.

Nearby liquor store The Vineyards also balked at trading cards for anything. Even a \$5.79 bottle of Tott's champagne was out of the question.

"No way," manager Joanna said, snatching it from my hands. "I want my champagne back."

"But they're worth a lot of money," I argued.

"Not to me they aren't," Joanna snorted. And so it goes.

We learned several things from our little exercise.

First of all, in the day-to-day world of business, your Magic cards ain't worth diddy. No matter what the price guides say.

Secondly, some stores, and store managers, are too tight-assed to have a little fun.

Finally, if you collect Magic cards and play the game, more power to you. It looks kind of wild to me and I think it might be fun. Don't let anybody tell you it isn't. These cards are meant to be fun. Got it?

John Searl admits to loving played Dungeons & Dragons, but more recently lost to Risk to his girlfriend Pam



Derrick plays along and offers us some worthless signs. "Deal!" we shout.



John makes his pitch, but Joanna isn't biting. To be honest, few did.





Transmogrify This

Peculiar and powerful uses for some of *Magic's* more versatile cards.

By Pat McCallum

The element of surprise. It's the most important part of *Magic: The Gathering* (next to having fun and not being a pompous ass). But in a day and age with herds of *Magic* players who can recite from memory every card by color, casting cost, and power, it seems harder and harder to catch your opponents with their pants down.

Perhaps you're not looking at your *Magic* cards the way you should be. Odds are you've seen many cards played only one way—but that isn't necessarily the only way to use those cards.

While some *Magic* cards are better than others, the best cards have multiple uses. One of the most underused cards—despite being superuseful and versatile—is Ashnod's Transmogrant. It's a neat 1/1 one-casting-cost artifact from *Antiquities*; tap and sacrifice it to make a target non-artifact creature an artifact creature with a +1/+1 counter until the end of the game.

Sound neat? It is. Yet in those rare instances when I've seen it used, it's always used prematurely and comes nowhere near its full potential. A player will cast it, then immediately sacrifice it to boost a creature. Mildly effective, but oh so predictable.

Since its ability can be used as a fast effect, don't use it right away unless you desperately need it. Let it sit. Your opponent should promptly forget about that "stupid" card. And that's when the fun begins.

Now think about it. The Transmogrant's power is a fast effect, and can target almost any creature. If used properly, this card can be the death knell for your opponent! At any time, a non-artifact creature can become a +1/+1 artifact creature! Think of the possibilities!

"Ummm...I can make my Serra a 5/5 and attack. That's good, right?"

No. Well, yeah, a 5/5 Serra's good, but too predictable. Your

opponent will see it coming and begin planning her demise. To get the most bang for your buck, examine all the properties of the mighty Transmogrant.

TIMING IS EVERYTHING

During combat, after blocking has been declared but before damage has been assigned, transmogrify your creature and add an unexpected +1/+1 to your critter. If used correctly, that should toast your opponent's blocker and keep your creature alive.

Someone just Terror your creature? A fast-effect response that turns your creature into an artifact creature (i.e., immune to Terrors) means your opponent just wasted a very clutch spell.

PRESTO CHANGE-O

Now that your creature is an artifact, what new and exciting things can it do? Well, think about spells that deal with artifacts.

Now that you, say, Serra is an artifact creature, you could Copy Artifact her. Can you say two 5/5 untapging flyers? Both could be healed by the Argivan Blacksmith. Somebody tries to Disenchant one? Just Hurly's Recall 'em back to your hand. You'll lose the Transmogrant effect, but Serra'll live to fight again. And what about that nasty Abyss spell? Sacrifice a non-artifact creature every turn? I think not. Ashnod's Transmogrant gets around that, too!

SHARE AND SHARE ALIKE

But hey, the Transmogrant can target any creature—so why not throw it on your opponent's creature?

"But that'd give him a +1/+1 bonus!"

Hey, relax. You'd only do it if you had an ace up your sleeves. Now you can Disenchant or Crumble that trouble-maker, tap it with a Relic Barrier, destroy it with a Scavenger Folk, COP Artifact it when it attacks—or, best of all, cast Steal Artifact and swipe it. What fun. And your opponent will never see it coming!

THE REPORT CARD

Now do you see why this card is so great? Since it's an artifact, it can fit into virtually any deck, it has a superlow casting cost, it's incredibly useful by itself, and when combined with the effects of other useful cards, it becomes devastating. Overall, an A+ card.

And Ashnod's Transmogrant is only one card. If you sit down and carefully explore all the powers of certain cards, your opponent should find a once-familiar game taking some dangerous, exciting new turns. 🌟



■ Hope Ashnod never

had any pet ha-

sters. . .

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CONTEST

MAKE IT SO!

As the saying goes, you can't get something for nothing.

How true. If you want to get your grubby paws on that most excellent bridge crew set, you've gotta dig up the weirdest *Star Trek* memorabilia on the planet, photograph it, and send the picture in to us. No Polaroids, please—and remember to focus! If you're no Ansel Adams, you can send us an ad picturing the product. Hell, we'll even take shots of vaguely *Star Trek*-related items like William Shatner record albums and DeForest Kelley home enema kits. There's only two rules: it has to be weird, and it has to be a real product. No homemade junk.

So after you've scoured the planet photographing the cream of the weird *Star Trek* crap crop, fill out the Official *Trek Dreck InQuest* Contest Entry Form, attach it to the back of the picture or ad, and mail that baby off to the address down yonder. Then pitch a tent and wait.

"IF I COULD WIN THIS SET, PERHAPS SOON WOULD BE THE DAY I DEFEAT THE FOUL-SWELLING FIGARD I MUST SURVIVE MY WIDE TO RETRIEVE MY GAMBERL."

"YAWK, MY FRIEND, IF WE COULD GET THE COMPLETE SET, WE WOULD BE FEARED ACROSS THE UNIVERSE FOR THE WALNUT-SHAPED PROGNOSIS FROM THE SEA THAT WE ARE!"

"OOOOO, TO HAVE THAT BRIDGE CREW SET. WWW.WW.WW.WW.WW.WW!"



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One grand prize winner walks away with a set of the *Star Trek: The Next Generation* *Certainly A Card Game* white-bordered edition from Decipher. You get Picard, Riker, Geordi, Crusher, Data, Tric, Worf, and (anyuh) Wesley. Heck, we'll even throw in the Enterprise D card so your crew won't explode in the cold, lifeless void of space.

THE Mishra-Urza WAR.

The brothers
bash it out with
artifacts from
a lost age.

BY MICHAEL BENNETT

Mishra and Urza knew, not love, only hate. Trained by the sorceress Tocasia in the Khar Ridges of Argive, the brothers grew up as rivals. Though equally endowed with magic, each craved what the other possessed, and more.

As they grew older and surpassed their mentor's abilities, the brothers moved out into the world, seeking more and more power. Urza enslaved the eastern half of the kingdom, including the cities of Kroog and Yotia, and enlisted the aid of his powerful apprentice Tawnos and his former teacher Tocasia. Not to be outdone, Mishra conquered the western half of the continent, from the city of Zegon to the College of Lat-Nam, allying himself with his lover Ashnod and the scholar Hurkyl.

Ironically, the brothers' showdown took place in neither's domain. The Isle of Argath paid the final, cataclysmic price. To this day, Argoth's devastation stands as a lasting testament to the brothers' hatred—but legend has it that their fates were never determined.

Perhaps their lives remain entwined, and they struggle endlessly among the plains of the Multiverse. Two brothers of the same flesh, living only to see the other's death...

How To Play

Tell me it wouldn't be cool to play Urza in the battle end all battles! For that matter, how about playing around with some of Ashnod's bizarre equipment or being in charge of Tawnos' vast arsenal?

Well, now you can do just that. Here's our *Magic* variant, for use with the *Antiquities* expansion set. If you don't have all the cards, don't worry about it—play with what you've got, use lots of Revised and Fourth Edition cards, wait for *Chronicles* reprints, whatever. Just have fun!

Setup: First, you have to choose two teams of three for Emperor-style play. One side will be Urza (the Emperor) and Tocasia and Tawnos (his Generals), while the other will be Mishra (the Emperor) and his cohorts Hurky and Ashnod (his Generals).

Once you've chosen your character, check out the diagram on page 46. If a card appears under your character's name, you must put at least one and at most four copies of that card in your deck. If a card is listed for another character, you can't use it.

To round out your deck, use cards from *Magic*'s basic set (the Fourth Edition, although Revised cards are fine; cards that originally appeared in *Antiquities* are out). You can only use one of each basic card. Why? Because you get more variety that way.

When you're ready to play, pick your seat according to the diagram on page 46.

Emperor Rules: Emperor pits one team against another. The Emperor sits in the middle of his team, while the players to either side are considered Generals. In this version of Emperor, one team goes first (all three players draw at the same time) and makes all its plays. When they're finished, it's the other team's turn. Turns alternate back and forth.

A player may only attack the enemy opposite him; at the outset, Tocasia may only attack Hurky, and Ashnod only Tawnos. An Emperor may not be attacked unless one of his Generals has been eliminated. If Ashnod eliminates Tawnos, Ashnod, and only Ashnod, can attack Urza. Mishra can still support his General, but he cannot attack Urza unless Ashnod falls.

The Emperor can do a lot of special things. He can look at his Generals' hands, discuss strategy, and coordinate the play of cards. A General, however, cannot look at anyone's hand but her own.

The Emperor can also pass creatures to his Generals. The first turn an Emperor summons a creature, it must stay in his territory; however, anytime after it becomes "active" the following turn and as long as it's untapped, he can send that creature over to a General. Passing a creature does not tap it, but does give it "summoning sickness"; it may be used for defense, but can't attack or use special abilities that require it to tap.

Passing can be done any time during your team's turn. Should a General die in defense of her Emperor, any creatures owned by the Emperor return to play in front of him, tapped or not as they were just before the General died. Generals may not pass creatures to each other or to an Emperor, even creatures that were originally summoned by that Emperor.

Spells or effects that normally target all opponents, like the Black Vise, may only target a single player, who must be named as soon as the spell is cast or effect generated. If the target player is killed, the effect may not be retargeted; it just hangs out, useless. Emperors can't be targeted by damage-causing spells...unless one of their Generals is knocked out, and then they're fair game. Otherwise, spells and effects are played as normal.

If anything else comes up that's out of the ordinary, play by your own house rules.

Resources: You're fighting a war, and can only draw upon a limited amount of resources. Each player begins with 40 resource points. For each point of mana you use, subtract one point from your available resource total. If you summon an Air Elemental, you lose five resource points, no matter if you tap five islands or three islands and a Sol Ring.

When you run out of resource points, you've run out of supplies—depleted your kingdom, ruined the rain forests, sucked the magic dry—and you can't bring anything new into play until you heal your domain and gain back resource points.

Since resources are closely linked to healing, resource points can be won or lost through life-changing effects. Instead of taking life from cards like *Stream of Life* or *Ivory Tower*, you can choose to gain resource points equal to the amount of life that effect would normally have given.

Similarly, damage to players can be used to eliminate resources. Instead of dealing physical damage, a *Lightning Bolt* or attacking Juggernaut can knock off resource points equaling the amount of damage it would otherwise have inflicted. Upon attacking, you must declare whether you're targeting the player or her resources, because damage done to resources cannot be prevented by spells such as *Circles of Protection* or a *Guardian Angel*.

Strategy: The addition of resources changes multi-player *Magic* immensely. First off, fast mana can speed you early on, but may not be cost-effective in the long run. A Sol Ring can be played quickly, but still costs you two resources every time you use it. A Dark Ritual actually costs you four resources (one for the swamp you tap, plus three more for the Dark Ritual-generated mana) for three mana; once again, it may help get something out quickly, but could hurt later on in the game. A Basalt Monolith is terrible—it costs you three when you use it and three to untap it, a total of six resources spent for just three mana.

As far as gaining resources go, tapping 10 mana into a nine-point *Stream of Life* is not cost-effective when used on yourself, though it is a way of "sharing" resources with your teammates. A *Healing Salve*, however, can be a cheap method of gaining resources—one mana for three resources means a net gain of two resources.

Conversely, a *Lightning Bolt* depletes someone else's resources even quicker than your own. Remember that if you choose to have *Fireballs*, *Disintegrates*, and *Hurricanes* dissolve your opponents' resources, they don't deal any actual damage, and, in the case of *Hurricane*,

cost all players the same amount of resources—except you, who lose resources for casting the spell and from suffering its effects.

Counterspell, Mana Short, Paralyze, Power Leak, and so on are all great spells that waste your opponents' precious resources. Watch out for artifacts and enchantments with high activation costs. Jeyemdae Tome may get you that extra

card, but it gobbles up four resources each time it's used.

Ending the Game: If for some reason, all remaining players run out of resources, then the land has been laid to waste and the game is a draw. More likely, the game will end as soon as Mishra or Urza are killed. Once your Emperor is dethroned, your kingdom has fallen.

Game Setup



TOCASIA

Argvian Blacksmith • Argothian Pixies
 Armageddon Clock • Coral Helm
 Damping Field • Grapeshot Catapult
 Haunting Wind • Onulet
 Phyrexian Greenflits • Powerleech
 Priest of Yawgmoth • Su-Chi



URZA

Alog • Amulet of Kroog
 Crumble • Glasses of Urza • Jakm Tome
 Mightstone • Obelisk of Undoing
 Omithopter • Power Artifact • Rakalite
 Tablet of Epityr • Tetraevus
 Urza's Avenger • Urza's Chalice
 Urza's Miter • Urza's Mine
 Urza's Power Plant • Urza's Tower
 Yotian Soldier



TAWNOS

Artifact Blast • Artifact Possession
 Battering Ram • Candelabra of Tawnos
 Clay Statue • Detonate
 Orich Mechanics • Reverse Polarity
 Shatterstorm • Tawnos's Coffin
 Tawnos's Wand • Tawnos's Weaponry
 Tskillon • Wall of Spears



WURKYL

Colossus of Sardia
 Drafna's Restoration
 Dwaeven Weaponsmith
 Feldon's Cane • Gate to Phyrexia
 Gobilin Artisans • Hurly's Recall
 Millstone • Sage of Lat-Nam
 Strip Mine • Xeric Poltergeist



MISHRA

Circle of Protection: Artifacts
 Citanul Druid • Clockwork Avian
 Dragon Engine • Gaea's Avenger
 Golgothian Sylex • Martyrs of Korlis
 Mishra's Factory
 Mishra's War Machine
 Mishra's Workshop • Reconstruction
 Rocket Launcher • The Rack
 Transmutation • Weakstone
 Yawgmoth Demon



ASHNOD

Argvian Archaeologist
 Argothian Treefolk
 Artifact Ward • Ashnod's Altar
 Ashnod's Battle Gear
 Ashnod's Transmogrant
 Cursed Rack • Energy Flux
 Ivory Tower • Primal Clay
 Shapshifter • Staff of Zegon
 Titania's Song

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By Douglas Golstete

Costly Magic powerhouses return.

The Magic Fourth Edition is out.

The Shivan Dragon and Serra Angel are still in. So's the Bottle of Suleiman. But what cards were reinstated? Nobody thought they'd bring back so many—and what they took out may surprise you.

Black

Wizards of the Coast evidently tried to give each color its most powerful creatures, and this is most evident in black. Carrion Ants (+1/+1 with any color mana) is arguably the best creature in the game, which explains the original's \$30-\$35 price.

Other huge returning creatures are Cosmic Horror (pre-Fourth value: \$11), tied with Lord of the Pit for biggest black creature, and with first strike no less, and Arabian Nights' useful Junon Efreet (\$16), a low-cost flying 3/3.

All reprinted cards will lose value, perhaps as much as one-third to one-half. Who'd want to blow \$35 on a *Legends* Carrion Ants except a die-hard collector? Even so, remember that the Shivan Dragon, available in the Revised and Fourth Editions, still goes for \$15 or so.

It looks like WotC was hit hard by criticism from old ladies groups upset about satanic references, so gone are Demonic Hordes, Demonic Tutor (I), Contract from Below, Demonic Attorney, and the pentagram on Unholy Strength. Watch for the price on Demonic Tutor to move near \$6. It gives you any card from your library, and I've never seen a black deck without it.

Blue

The big creatures returning for blue are a little weird. Time Elemental (pre-Fourth value: \$35) lets you unsummon your opponent's permanents. This creature was custom-made for blue's manipulative style.

The Leviathan (\$9) from the recent *Dark* requires the sacrifice of two lands to untap or attack with it. That's probably partly why WotC reinstated Twiddle (\$6), allowing users to tap or untap anything. Since Twiddle is now common, watch the earlier version's price plummet.

For variety's sake, the nearly useless Sindbad (\$10) returns.

Not so useless were the discontinued Clone and Vesuvan Doppelganger. They helped

impart a unique, enjoyable flavor, and I think blue is weaker overall without them. Watch for the Doppelganger to hit \$20 soon.

Green

Killer Bees (pre-Fourth value: \$28) are back! A flying creature (rare in green) that's pumpable with green mana must be in any green deck.

Will the Elven Riders (\$12) become new favorites for the greenies? Probably not. Useful 3/3s that can only be blocked by walls and flyers, their casting cost is high.

The Fourth Edition Fog only stops combat damage, whereas the Revised Fog also stopped effects like death-by-Bastisk. We'll all want the old one, but since there are billions out there, don't expect the price to rise.

Most will miss Regrowth, but I'm tired of people getting their Time Walks back. Good riddance.

Red

The fun-to-play Ball Lightning (pre-Fourth value: \$12) will have a strong fan following, since it's a short-lived trampling creature that can attack when first summoned (and then dies). The Crimson Manticores (\$11) is a pinger, and will be desirable as well. Since Blood Lust (\$10) is a commoner now, expect its price to plunge.

Move fast to get the now-discontinued Fork (\$15) if you don't have one. Everyone needs its ability to copy any instant or sorcery. Much-sought-after before being cut, its price probably won't sit in the low teens for long.

We'll also miss the 3/3 flying Roc of Kher Ridges, the Kird Ape (apparently too much creature at too little cost for WotC), and the giant Rock Hydra.

White

WotC brought back white's second-biggest creature, the Elder Land Wurm (pre-Fourth value: \$13). Everyone likes a 5/5, but this Wurm has a very high casting cost in a color known for weenies, and can't attack until it blocks. Try Angry Mob (\$4): it gets bigger on your turn if your opponents have swamps. It can be even stronger with a Magical Hack.

White is arguably the most powerful color, but I guess it wasn't strong enough for WotC! They brought back Spirit Link (\$19), giving you life for each point of damage the target creature deals; and Divine Transformation (\$16), +3/+3 to creatures (wow!); and the exotic CDP: Artifacts (\$13).

INQUEST

P R I C E G U I D E I N T R O

The following InQuest game card price guide is as accurate and up-to-date as we could make it. But values listed are only guides—prices may vary depending upon the local availability and popularity of a card.

CONDITION GUIDE

Mint: The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there. Many cards right out of the pack fall short of Mint standards. No imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices in this guide; how much more depends on the card.

Near Mint: Just short of perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. Outstanding gloss and color. The centering is 65/35 or better—that is, one border may be 30% bigger than its counterpart. Prices in this guide are for Near Mint cards.

Excellent: Excellent cards may have four slightly worn corners, 85/15 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration or a slight loss of gloss. Excellent cards sell for 50 to 70 percent of price guide listings.

Good: A card that's graded Good isn't really good. It's an OK card that got into a scuffle. Good cards sell for 15 to 30 percent of price guide listings.

Fair: Remember what your mother told you about not saying anything at all if you can't say something nice? Well, Fair cards sell for five to 15 percent of price guide listings.

Poor: Poor cards are just that. They sell for less than five percent of price guide listings.

RARITY

In this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

CCommon
UUncommon
RRare

POWER RATINGS

— **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

— **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the fit is right, these cards should find a place in most decks.

— **Average.** These cards generally round out a well-tuned deck. Many three-star cards complement other cards in your deck. Which cards you use from this category depend largely on your deck concept.

— **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar costs or restrictions.

• **The Worst.** Cards that duplicate the abilities of another card, but at a higher cost or other demand on the user; cards whose uses are very obscure, and may demand a difficult combination to be useful; and cards that leave you wondering if there's a good use for 'em. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

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Name/Description Kind Rarity Rating Artist Cost Price

ARTIFACTS

Book of Magic ART R *** Any Wizard 2 6.00

Do 2 damage to any player who puts a new card into play.

Book of Spells ART R **** Jacek Ryflos 2 3.00

1. Add 2 to your mana pool. Spend 3 to return it to your hand.

Book of Tricks ART R **** Christopher Bush 6 300.00

1. Discard to add 3 mana of any single color to your mana pool.

Book of Vows ART R **** Richard Lanning 7 3.50

Do 1 damage for each card ever lost opponent has in total upkeep.

Colored Planes ART R **** Any Wizard 3 2.00

2, 1. Provides 1 mana of any color (play as an interrupt).

Chaos Orb ART R **** Mark Tedin 2 120.00

1. Flip coin; heads of one face. That winner 300 damage, any card Close Orb lands on as a sorcerer is removed from play.

Circle of Beasts IC R **** Drew Taylor 5 7.50

Put 7 +1/+0 counters on Beasts when cast. (Beast is creature after Beasts attacks or blocks. Ending upkeep, controller may pay 1 and tap Beasts to return to hand counter, 3/4).

Conspiracy ART R **** Any Wizard 4 1.00

5, 1. Negates the last of up to 3 life.

Copper Tablet ART R *** Any Wizard 2 15.00

All players take 1 damage during their upkeep as long as Copper Tablet is in play.

Crystal Ball ART R **** Any Wizard 1 1.00

1. Take 1 life for any spell cast. Can only give 1 life for each time a life spell is cast.

Cyclopsen Tails ART R **** Aaron Madsbick 4 95.00

2. Turn a head into a tail, sweeping if Cyclopsen Tails leaves play, each subsequent turn one head transformed by Cyclopsen Tails returns to normal.

Dragon Egg ART R **** Jon Frazee 4 7.00

Whoever captures a head, do 2 damage to that player for each life lost. Most!



Copper Tablet does 1 damage to each player during his or her upkeep.



When a coin is tossed, heads of one face. That winner 300 damage, any card Close Orb lands on as a sorcerer is removed from play.

The Copper Tablet does one point of damage to a player as their upkeep, and the Living Artifact one give you back one point of life per turn. Search like best? Try multiple Tablets and Living Artifacts for further hijinks.

Disrupting Scepter ART R *** Jon Frazee 3 7.00

2, 1. Disrupt most control 1 card of his choice. Can only be used during turn of controller.

Fossilized ART R **** Jon Frazee 3 125.00

1. An individual creature deals only 1 damage. This effect can be used against multiple creatures.

Gemfire of Beasts ART R **** Christopher Bush 4 170.00

All creatures produce an extra mana. One off red creature +1/+1.

Gleams of Blood ART R **** Douglas Shuler 1 2.00

1. Link of opponent's hand. No, his cards!

Heir of Ozark ART R **** Mark Tedin 1 5.00

1, 1. One one creature leading ability until end of turn.

Ice ART R **** Sandra Greeningham 5 9.00

5, 1. Create a Wind Wave token, a 1/1 flying artifact creature.

Ironing Horse ART R **** Mark Poole 2 11.00

Everyone stand down on extra card during his or her draw phase.

Ivy Manipulator ART R **** Douglas Shuler 4 130.00

1, 1. Tap one land, creature, an artifact. No effects are granted from the tapped permanent.

Miscellaneous Pack ART R *** Any Wizard 7 80.00

8. Summon a creature from deck. You may add 1 mana to the casting to help do creature's first cost. Once the creature dies damage, tap, or takes damage you must flip the creature over.

Iron Staff ART U **** Don Frazee 7 1.00

1. Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.

Ivory Cap ART U **** Aaron Madsbick 7 1.00

1. Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.

Jade Smoothie ART R ** Aaron Madsbick 4 4.00

1. Take 0 damage due to any creature on yourself instead.

Jade Statue ART R **** Don Frazee 4 22.00

2. Make Jade Statue a 2/2 artifact creature that may only attack or block.

Jacek's Face ART R **** Jacek Ryflos 4 7.00

1. Show 1 card cast.

Jagged ART R **** Don Frazee 4 10.00

Not attack each turn if possible. Can't be blocked by walls.

Karnous Ball ART R ** Christopher Bush 4 4.00

1. Deal 1 damage to any player as 1/1 creature that can be tapped for 1.

Library of Lore ART R **** Donald Galois 1 2.00

See your deck's phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard if it's a sorcerer, look at cards before deciding where to discard.

Living Wolf IC U **** Aaron Madsbick 4 3.00

Control as a wolf. 1. Represents 1/1A.

Mad as Hell ART R **** Mark Tedin 1 7.00

1. Add 3 to your mana pool (play as an interrupt). Pay 4 to return. Does 1 damage to you if it remains tapped during upkeep.

Madness ART R **** Quentin Fowler 7 8.00

Any creature with power greater than 2 may not be untapped as normal during the setup phase.

Max Emerald ART R **** Jon Frazee 0 200.00

1. Add 6 to your mana pool.

Max Jet ART R **** Don Frazee 0 200.00

1. Add 6 to your mana pool.

Max Paper ART R **** Don Frazee 0 200.00

1. Add 6 to your mana pool.

Max Ruby ART R **** Don Frazee 0 200.00

1. Add 6 to your mana pool.

Max Sapphire ART R **** Don Frazee 0 200.00

1. Add 6 to your mana pool.

Maxwell's Disk ART R **** Mark Tedin 4 8.00

1. Destroy all creatures, enchantments and artifacts in play, including Maxwell's Disk.

Maxwell's Disk enters play tapped.

Odorous Golem IC U **** Jacek Ryflos 4 2.00

1. Do 1 damage to any target.

Oil Ring ART U **** Mark Tedin 7 30.00

1. Add 2 to your mana pool (play as an interrupt).

Soft Ice ART U **** Brennan Wilch 1 2.00

1. Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.

Songlines of Bane ART R **** Jon Frazee 3 7.00

Your players may generate either white or red mana.

Thorns of Bane ART R **** Aaron Madsbick 7 1.00

1. Take 1 life each time a block spell is cast. Can only give 1 life for each time a block spell is cast.

True Vault ART R **** Mark Tedin 2 75.00

1. Take an extra turn. Games into play tapped, and may only be untapped if controls returns to you.

White Orb ART R **** Mark Tedin 2 7.00

Each player may only setup up to 1 land during setup phase.

Wooden Sphere ART R **** Mark Tedin 7 1.00

1. Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.

CREATURES

Animate Dead IC U **** Aaron Madsbick 81 2.00

Bring a creature from any graveyard into play as your side with 1 power.

Beast Men IS R **** Jacek Ryflos 81, 11.00

All black creatures in play get +1/+1.

Black Knight IS R **** Jeff A. Berger 80 4.00

Protection from white. First choice: 3/2.

Big Wolf IS R **** Jeff A. Berger 83 3.00

Swampwalk: 3/3.

Clawed Iron Behemoth SCB R ** Douglas Shuler 8 7.00

Discard your hand, show a new one and plus, seven cards.

Comet Land EL R **** Jacek Ryflos 852 1.00

Do 1 damage to controller of target land during upkeep.

Dark Tunnel IN R **** Aaron Madsbick 8 1.00

Add 8BS to your pool of mana.

Darkport SCB R **** Quentin Fowler 853 6.00

Swap your top card with one and with other sets end.

Deathing IS R **** Aaron Madsbick 85 2.00

1. Counts a green spell (play as an interrupt).

Deathlock IN R R **** Sandra Greeningham 8 5.00

Change the side of one card being played to its play to block.

Deathtouch Antimony SCB R ** Donald Galois 8 8.00

Unless opponent controls power, both players must show who enters into cast.

W	Enchant/Control	AT	Artifact	IC	Instant Creature	EL	Enchant Land
IC	Instant Creature	EL	Enchant Artifact	SC	Sorcerer Creature	ES	Enchant Sorcerer

EV	Enchant Wild	IN	Interrupt	SC	Sorcerer Creature
IS	Instant	LA	Land	SR	Sorcerer

Indicates Price Increase

Indicates Price Decrease

Name/Description	Race	Cost	Level	Abilities	Cost	Price
Demons	SC	R	****	Apport, Shadow	8803	24.00
1. Destroy one land. Pay 8000 during upkeep in forests on target or your opponent chooses a land of yours to be destroyed. 5/3						
Demonic Tutor	SOR	U	****	Douglas Skaler	81	12.00
Classic card used from your library, then available your library.						
Devil's Life	SOR	C	****	Douglas Skaler	81X	1.00
1. If damage is any target for each 8 power above casting cost. Take 1 life for each damage inflicted. This cannot gain more life than a creature then it is cast. 1/1						
Devil's Siblings	SC	C	****	Samko Feaginham	81	1.00
B. Regenerates 1/3.						
Devil's Presence	EL	U	****	Samko Feaginham	81	2.00
Target land is now a basic swamp.						
Devil's Fear	EL	R	****	Mark Pado	88	1.00
Any black or white creature may block target creature.						
Devil's Wrath	SC	C	****	Douglas Skaler	82	1.00
1. +1/+1 and end of turn (1/1).						
Glom	EL	U	****	Don Fraser	82	2.00
2/1. White spells and white enchantment activation costs same require 2 extra mana.						
Headless Hound	HS	C	****	Mark Pado	8X	1.00
Target creature gains +1/+1 and end of turn.						
Hypnotic Sphere	SC	U	****	Douglas Skaler	891	5.00
1. Pylon. Opponent destroyed by Sphere must randomly discard a card from hand. 2/2						
Uth	EL	R	****	David Galan	898B	100.00
Sacrifice all your life. For each spell of damage you subsequently suffer, receive one permanent in play. For every point you gain, draw a card. You lose when you are out of cards in play or when you lose your life.						
Lord of the Pit	SC	R	****	Mark Pado	89B1	14.00
1. Pylon. 1. Destroy. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit costs 2 damage to you. 2/2						
Mind Twist	SOR	R	****	Julia Smith	8X	11.00
Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.						
Welter Shadow	SC	R	****	Christopher Robb	89	8.00
1. If this creature is alone, Welter Shadow is governed. 1. If you enter to play during controller's upkeep, Shadow can attack the same turn as it enters as a creature play. 1/1.						
Warding	SC	U	****	Jason Markbick	82	1.00
1. Opponent's target cannot create, cast, attack, or die on end of turn. Pay during opponent's turn before his or her attack. 1/1.						
Witch's Eye	SC	R	****	Melissa Beson	85	19.00
1. Pylon. Power and toughness equal number of swamps controller has in play. 1/1.						
Witch's Hand	SC	R	****	Jason Markbick	81	1.00
Target creature doesn't enter as normal. Creature's controller may spend 4 to enter during upkeep. Tap target creature when Witch's Hand is in play.						
Witch's Heart	EL	C	****	Josip Rytorski	82	1.00
1. In 1 damage to each creature and all players. Discard creature if there are no creatures in play at the end of your turn.						
Witch's Kiss	SC	C	****	Jason Markbick	82	1.00
Power and toughness equal number of Pylon Rats in play. 1/1.						
Witch's Song	SOR	C	****	Jeff A. Manges	81	1.00
Bring a creature from your graveyard into your hand.						
Witch's Soul	SC	R	****	Tom Wiscovitch	881	24.00
1. Destroy any trapped creature. 1/1. 1/1. The subject of an 8/1 feature! 1/1.						
Witch's Spell	HS	U	****	Don Fraser	82	2.00
Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.						
Witch's Tears	SC	C	****	Josip Rytorski	82	1.00
2/2.						
Witch's Wrath	SC	U	****	Jeff A. Manges	83	2.00
At the end of turn, add a counter for each other creature played in the graveyard that turn. Use a counter to regenerate. 8/8. 2/2.						
Witch's Vengeance	SC	U	****	Jason Markbick	883	8.00
1. Pylon. Get +1/+1 counter if a creature dies in this Vengeance damaged. 4/4.						
Witch's Will	HS	U	****	Mark Pado	81	2.00
1. Destroyed by death. Add damage to your life total to one of your creatures.						
Witch's Wish	SOR	C	****	Samko Feaginham	88	14.00
Destroy a land.						
Witch's Wrath	HS	C	****	Don Fraser	81	1.00
1. Destroy target creature. 1. Destroy target black or white creature.						
Witch's Strength	EL	C	****	Douglas Skaler	81	1.00
Target creature gains +2/+1.						
Witch's Soul	SC	U	****	Jason Markbick	82	2.00
B. Regenerates 1/3.						
Witch's Soul	EL	R	****	Jeff Writer	88	6.00
Do 1 damage to target creature's controller during upkeep.						
Witch's Soul	EL	C	****	Douglas Skaler	81	1.00
Target creature loses 2/1.						
Witch's Soul	SC	R	****	Josip Rytorski	81	12.00
1. Pylon. B. Regenerates 1/1.						
Witch's Soul	HS	R	****	Josip Rytorski	88	15.00
1. Destroy opponent's land. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.						
Witch's Soul	SC	R	****	Jeff A. Manges	881	9.00
All creatures in play gain sweepstakes and target regenerates for 8 as long as Double Death creature is in play. 2/2.						

ELITE

Al's Elemental	SC	R	****	Richard Thomas	883	3.00
1. Pylon. 4/4.						
Al's Elemental	HS	U	****	Mark Pado	81	14.00
Target player must draw 3 cards.						

Name/Description	Race	Cost	Level	Abilities	Cost	Price
Amulet of Insight	EL	U	****	Douglas Skaler	83	2.00
Does not affect ambient evolutions. Target evolutions become ambient evolutions with power and toughness equaling the casting cost. Target evolutions are not stable.						
Blue Elemental Blast	BT	C	****	Richard Thomas	81	1.00
Counter is not spell being cast in destroyed or self cast in play.						
Blue Elemental Blast	SC	R	****	Mark Pado	88B	20.00
Target player must draw 4 cards.						
Blue Elemental Blast	SC	R	****	Julia Smith	83	12.00
One evolutions of destruction, including rules, if target creature is in play. One evolutions from destruction evolutions over 1 target creature is destroyed. 1/1.						
Blue Elemental Blast	EL	U	****	Doreen Wilch	882	5.00
1. Destroy target creature until enchantment is discarded or game ends.						
Blue Elemental Blast	EL	R	****	Jeff Writer	87	14.00
1. Destroy any evolutions in play. 2. Destroy evolutions or both evolutions and evolutions.						
Blue Elemental Blast	HS	U	****	Mark Pado	88	5.00
Counter target spell as if it being cast.						
Blue Elemental Blast	SC	R	****	Jason Markbick	81	1.00
1. Destroy creature post to the graveyard, 4 damage equaling creature's toughness to creature's controller.						



Do you have a creature like the Gambler's Pack that can only attack when your opponent has a specific land in play? Hey, no problem. Just toss a Phantasmal Terrain on your opponent's next valuable land before your attack, and lo and behold, the door's open.

Blue Elemental Blast	SC	R	****	Douglas Skaler	81	9.00
Opponent must draw 6 more from available lands. All zones in opponent's mana pool become mana.						
Blue Elemental Blast	EL	U	****	Quintus Hoover	82	1.00
Do 1 damage to controller of target enchantment during upkeep.						
Blue Elemental Blast	SC	C	****	Jason Markbick	81	1.00
Target creature has two flying.						
Blue Elemental Blast	EL	C	****	Jason Markbick	88	12.00
Target creature may only be blocked by walls.						
Blue Elemental Blast	HS	C	****	Mark Pado	81	1.00
Target creature loses flying until end of turn.						
Blue Elemental Blast	EL	U	****	Jason Markbick	88	2.00
Cost 1 life whenever opponent taps a forest.						
Blue Elemental Blast	SC	R	****	Melissa Beson	88	12.00
While land of Wastes is in play, all Merfolk in play gain +1/+1. 2/2.						
Blue Elemental Blast	HS	R	****	Julia Smith	88	12.00
Destroy the first of a card being played on a play by switching one basic land type with another. 1/1.						
Blue Elemental Blast	SC	R	****	Don Fraser	88A	14.00
1. Destroy 1/1.						
Blue Elemental Blast	HS	R	****	Doreen Wilch	82	8.00
1. Destroy opponent's lands as tapped, opponent's mana pool is emptied. Opponent is not damaged by opponent mana.						
Blue Elemental Blast	SC	C	****	Jeff A. Manges	81	1.00
1/1.						
Blue Elemental Blast	SC	U	****	Mark Pado	83	2.00
1. Pylon. Pay 1 during upkeep in card is destroyed. 4/1.						
Blue Elemental Blast	EL	C	****	Doreen Wilch	88	1.00
Target land switches to any base land type chosen by caster.						
Blue Elemental Blast	SC	U	****	Jason Markbick	83	2.00
1. Pylon. 3/3.						
Blue Elemental Blast	SC	R	****	Tom Wiscovitch	84	8.00
1. In 1 damage to any target. Cannot attack unless opponent has evolutions in play. Destroyed immediately if controller has no evolutions in play. 4/2.						
Blue Elemental Blast	EL	C	****	Don Fraser	87	1.00
Target evolutions requires 2 during upkeep. Power link does 4 damage to target evolutions creature's controller for each evolutions mana.						
Blue Elemental Blast	HS	C	****	Quintus Hoover	82	1.00
Counter target spell unless its caster spends X more mana. Target spell's caster must spend of available mana from bank and mana pool until X is met.						
Blue Elemental Blast	SC	C	****	Douglas Skaler	82	1.00
1. Do 1 damage to any target. 1/1.						
Blue Elemental Blast	HS	U	****	Douglas Skaler	82	26.00
Do 4 damage to any target and 2 damage to you.						

Name/Description	Cost	Rarity	Rating	Artist	Cost	Price
Psyche Vortex	E1	C	**	Brian Snoddy	U1	1.00
Do 2 damage to target hero's controller whenever target hero is tapped.						
Sea Support	SC	C	***	Jeff A. Manges	U5	1.00
Control attack unless opponent has already in play. Buy if immediately if controller has no cards in play. 5/5.						
Sam's Call	BS	U	***	Aaron Atkrotts	U	3.00
All of opponent's creatures that are attack must do so or die at end of turn. Sam's Call can only be played on opponent's turn before his or her attack. Unarmored creatures are not affected by Sam's Call.						
Shard of Mind	RI	R	***	Mark Poole	U	10.00
Change the text of a card being played or in play by switching one color word with another.						
Spell Blast	RI	C	***	Brian Snoddy	UX	1.00
Counter target spell. X is casting cost of target spell.						
Steels	IS	R	***	Fay Jones	U1	7.00
Cards do not enter as normal. Play if during upkeep or Stone is destroyed, cards will not enter until next upkeep phase.						
Steel Anchor	IS	R	***	Amy Weber	UX2	2.00
Take control of target artifact.						
Thoughtless	RI	R	***	Mark Poole	U	5.00
Change the color of a card being played or already in play to blue.						
Time Walk	SOB	R	****	Amy Weber	U1	300.00
Take an extra turn immediately after the end of the one in which you cast Time Walk.						
Timewalker	SOB	R	****	Mark Poole	UX	140.00
Put Time Walkers in a row played. Skills you lose, destroy, and graveyard together and draw 7 cards.						
Turbid	BS	C	***	Rob Alexander	U	6.00
Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.						
Unarmored	BS	C	***	Jaughn Shuler	U	1.00
Reduce target creature to the level of its armor. Special circumstances on creature.						
Unseen Repossessions	SC	R	****	Brian Snoddy	UX	30.00
Destroy all creatures except color of any one creature in play. Play depicts a different one turn during upkeep phase. 1/1.						
Unseen Fragments	SOB	R	****	Jaughn Shuler	UX2	7.00
Destroy if creature of your choice cost 1 damage to each player and creature in play for each creature destroyed.						
Wall of Air	SC	U	***	Richard Thomas	U1	2.00
Flying. 1/5.						
Wall of Water	SC	U	**	Richard Thomas	U1	1.00
1/1 +1/+0. 0/5.						
Wide Elemental	SC	U	**	Jeff A. Manges	UX3	3.00
5/4.						

CREWM

Aspect of Wall	IC	R	****	Jeff A. Manges	G1	9.00
Increase target creature's power and toughness by half the number of forest cards in play.						
Beast	BS	U	****	Ben Isaacs	G	47.50
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.						
Birds of Prey	SC	R	****	Mark Poole	G	13.00
Flying. 1. Add one mana of any color to your mana pool. 0/1.						
Camouflage	BS	U	***	Jason Myrnes	G	16.00
After your attacking creature face down and scrounge them. Reveal them only after defense is chosen. Ignore illegal blocks.						
Chained	SOB	U	**	Richard Thomas	G5	2.00
Add 1 creature from your pool for each life point you sacrifice.						
Cadaver	SC	R	****	Ben Isaacs	G13	12.00
Flying. Any normal creature that is blocked by Cadaver is destroyed. 2/4.						
Crave Water	SC	R	****	Isabel Fisher	G64	1.00
5/4.						
Break It Down	SC	R	**	Aaron Atkrotts	G1	8.00
First ability: Repeat. Make creature listed power and toughness as 1/2. 2/1.						
Feedback	IS	R	**	Mark Poole	G	12.00
Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.						
Fog	BS	C	***	Jason Myrnes	G	1.00
Creatures do not enter as creatures in combat.						
Fans of Nature	SC	R	****	Jaughn Shuler	G103	20.00
Temple. Pay 6GG during upkeep or Fans of Nature does 1 damage to you. 0/5.						
Firestorm	SC	R	****	Isabel Fisher	G3	9.00
Costs 1 +1/+1 on land after any two white Firestorms has been destroyed but not destroyed. 2/2.						
Goat's Hoop	SC	R	****	Brian Snoddy	G53	15.00
1. Turn one land into a basic land. All target lands return to normal when Goat's Hoop leaves play. Power and toughness equal number of forest creatures in play, when attacking, power and toughness equal number of forests defending opponent's base in play. 1/1.						
Guard Gravel	BS	C	***	Sevika Swainston	G	1.00
Target creature gets +2/+2 and end of turn.						
Guard Spikes	SC	C	***	Sevika Swainston	G3	1.00
Destroy 1/1, but can block flying creatures. 2/4.						
Hairsty Bears	SC	C	***	Jeff A. Manges	G1	1.00
2/2.						
Harmless	SOB	R	****	Brian Snoddy	GX	2.00
Do X damage to all players and flying creatures.						
Ice Sea	SOB	U	***	Ben Isaacs	G2	35.00
Destroy any one land.						
Incubating	IC	E	****	Brian Snoddy	G	2.00
Using target creature one extra time per turn, target may attack when it comes into play.						
Invoked Inevitable	SC	C	***	Jason Myrnes	G4	1.00
3/5.						

Name/Description	Cost	Rarity	Rating	Artist	Cost	Price
Islands	E1	R	*	Mark Poole	G1	12.00
When target land is tapped, it is destroyed. Unless that was the last land in play, the player who put that land in play may play it as an extra land in play. Return is destroyed while all lands in play are destroyed.						
Key Break	SC	U	***	Sevika Swainston	G2	2.00
1. Untap a land of your choice (play or as a strategy). 1/1.						
Lifeblood	BS	U	****	Brian Snoddy	G3	2.00
GG. Counter a black spell as if it were cast (play or as a strategy).						
Lifeless	BS	E	*	Amy Weber	G	5.00
Change the color of one card in play to green.						
Living Artifact	IS	E	***	Aaron Atkrotts	G	6.00
Put 1 creature on target artifact on life you lose. During upkeep, you may trade one and only one creature to 1 life.						
Living Lands	BS	R	**	Jason Myrnes	G3	7.00
Text of lands in play as 1/1 creatures that can be tapped for G.						



Time Walk is a great artifact that lets you take an extra turn when you tap it the only trouble is, it comes into play tapped, and can only be untapped if you skip a turn. Well, we suggest casting **Wide on Time Walk**, untapping it, and taking an extra turn for free. Try multiple **Wide**s to show what a swell guy you are.

Unseen Dies	SC	C	****	Aaron Atkrotts	G	1.00
1. Add G to your mana pool. Played as an strategy. 1/1.						
Van	IC	E	****	Aaron Atkrotts	G1	2.00
All creatures that can block target creature need do so.						
Verdant Sentinel	BS	R	**	Mark Poole	G	63.50
Look of the top 2 cards of any library. You may then shuffle that library.						
Vigilance	IC	C	***	Quinn Hoover	G1	1.00
G. Target creature's upkeep.						
Wag with	SOB	U	****	Brian Snoddy	G1	10.00
Bring a card from your graveyard into your hand.						
Wary Spikes	SC	C	***	Amy Weber	G	1.00
Flying. 1/1.						
Whispering Dryads	SC	C	****	Aaron Atkrotts	G	1.00
Flying. 1/1.						
Streams of Life	SOB	C	****	Mark Poole	G2	1.00
Target player gains 1 life.						
Unholy Bolt	SC	U	***	Dan Evers	G63	5.00
Any normal creature blocking is blocked by Bolt is destroyed. 2/4.						
Timber Wolves	SC	R	***	Richard Thomas	G	7.00
1/1.						
Unquenchable	SOB	C	****	Deepest Shale	G2	1.00
Percent of red creatures in play.						
Unseen	SOB	U	**	Richard Thomas	G3	3.00
Army of strag in play.						
Verdant Embankment	SC	R	**	Rev Inchtrenthall	G61	5.00
Grow 1 and each time you cast an enchantment. 0/2.						
Wall of Elements	SC	U	***	Aaron Atkrotts	G2	2.00
G. Segments. 2/3.						
Wall of Ivy	SC	U	***	Richard Thomas	G2	2.00
0/2.						
Wall of Wood	SC	C	**	Mark Poole	G	1.00
0/3.						
Wanderlust	IC	U	***	Sevika Swainston	G2	3.00
Do 1 damage to controller of target creature during upkeep.						
Woe Warden	SC	C	***	Jeff A. Manges	G3	1.00
Temple. 3/3.						
Web	IC	R	****	Rob Alexander	G	7.00
Target creature gains +1/+1 and may block flying creatures.						
Wild Growth	IS	C	**	Mark Poole	G	1.00
Whenever target land is tapped for mana, Wild Growth generates on costs G.						

IC

Ice Storm	SC	C	***	Mark Poole	R	2.00
Target creature gains mana drain.						

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Party	Rating	Artist	Cost	Price
Healing Saver Use 3 life, or require up to 3 damage dealt to a target	HS	C	***	Don Frazier	W	1.00
Holy Aura Target creature gains +0/+2 W	EC	C	***	Melina Duncan	W	1.00
Holy Strength Target creature gains +1/+1	EC	C	***	Jason Modakles	W	1.00
Heal Sanctuary If you don't draw a card, only flying or nonflying creatures may attack you and your next turn	EN	R	***	Mark Paule	W1	7.00
Home Use 1 point of damage to a player for each swamp he or she has in play during his or her upkeep	EN	U	***	Richard Thomas	WV2	2.00
Lama Target creature gains first strike	EC	U	**	Rob Alexander	W	3.00
Mesa Progress (Flying, trample, 1/1)	SC	C	****	Melina Duncan	W1	1.00
Midnight Protection W1: 1. Destroy a black card in play 3/2	SC	R	****	Douglas Shala	W2	14.00
Peaked Islands 2/2	SC	C	**	Carmela Bral	W2	1.00
Personal Intervention If denied, reduce any or all damage suffered by Personal Intervention to control. Instead, if Personal Intervention is sent to graveyard, its owner loses half of its or its remaining life (round up the total 4/5)	SC	R	***	Ken Brackenhart	WVW3	11.00
Preclude Change the side of one card being played on a play to white	BT	R	**	Smith Everingham	W	5.00



■ The Veteran Bodyguard can be a pain in your opponent's butt, but to really make him pull his hair out, throw a Regeneration on a Lee (as we've dubbed the Bodyguard) and keep him around for the next couple of years.

Red Ward Target creature gains protection from red	EC	U	****	Don Frazier	W	1.00
Regeneration Take a creature from your graveyard and put it directly into play as if just summoned	SR	U	****	Damon White	WV2	4.00
Remove Damage All damage you have taken from any one source is added to, not subtracted from, your life total	HS	R	****	Damon White	WV1	18.00
Righteousness Target attacking creature gets +1/+2 and end of turn	HS	R	****	Douglas Shala	W	9.00
Scarf's Heels 1-Prevent 1 damage to any target 2/1	SC	C	***	Tom Wilsenstrom	W1	1.00
Severash Iron 2/1	SC	R	***	Daniel Galva	W	8.00
Serra Angel Flying. Does not tap to attack 4/4	SC	U	****	Douglas Shala	WV3	18.00
Swords to Plowshares HS	U	***	Jeff A. Hanges	W	3.00	
Veteran Bodyguard Damage done to you by unblockable creatures is instead done to Bodyguard unless Bodyguard is tapped 2/5	SC	R	****	Douglas Shala	WV3	22.00
Wall of Iron Flying 3/5	SC	R	***	Mark Tabin	W3	4.00
White Knight Protection from black, first strike 2/2	SC	U	****	David Eder	WV	4.00
White Ward Target creature gains protection from white	EL	U	***	Don Frazier	W	1.00
Wish of God Buy all creatures a play	HS	R	****	Debra Hoover	WV2	10.00

LANDS

Islands T: Add either U or B to your mana pool. Treat as both a Mountain and a Swamp	IA	R	***	Rob Alexander	31.00
Jayvee T: Add either B or W to your mana pool. Treat as both a Swamp and a Forest	IA	R	***	Jason Ayles	30.00
Forest T: Add U to your mana pool. Two Alpha versions, three versions in other sets	IA	R	***	Christophe Bush	30.00
Island T: Add U to your mana pool. Four versions	IA	R	***	Mark Paule	0.75
Island T: Add U to your mana pool. Two Alpha versions, three versions in other sets	IA	C	***	Mark Paule	0.50

Name/Description	Kind	Party	Rating	Artist	Cost	Price
Mountain T: Add R to your mana pool. Two Alpha versions, three versions in other sets	IA	C	***	Douglas Shala	31.00	
Plains T: Add W to your mana pool. Two Alpha versions, three versions in other sets	IA	C	***	Jason Ayles	31.00	
Plains T: Add either B or W to your mana pool. Treat as both a Mountain and a Plains	IA	R	****	David Eder	30.00	
Swamp T: Add either W or U to your mana pool. Treat as both a Plains and a Forest	IA	R	****	Jason Ayles	30.00	
Swamp T: Add either W or U to your mana pool. Treat as both a Plains and a Swamp	IA	C	***	Don Frazier	0.50	
Isle T: Add either G or B to your mana pool. Treat as both a Forest and a Mountain	IA	R	****	Rob Alexander	30.00	
Island T: Add either G or U to your mana pool. Treat as both a Forest and an Island	IA	R	****	Jason Ayles	30.00	
Island T: Add either U or W to your mana pool. Treat as both a Forest and a Plains	IA	R	****	Jason Ayles	30.00	
Island T: Add either B or R to your mana pool. Treat as both a Swamp and an Island	IA	C	***	Rob Alexander	30.00	

LIMITED: BETA

Booster Pack	575.00
Booster Box	52,000.00
Full Beta Set (302)	52,000.00

Name/Description	Kind	Party	Rating	Artist	Cost	Price
Arch of Blackness Arch of Blackness	BT	R	**	Amy White	2	177A 5.00
Beach Moonlight Beach Moonlight	BT	R	***	Jason Ayles	3	177B 2.50
Black Lotus Black Lotus	BT	R	****	Christophe Bush	8	177C 225.00
Black Vine Black Vine	BT	R	****	Richard Thomas	1	177D 3.00
Celestial Prison Celestial Prison	BT	U	***	Amy White	3	177E 1.50
Chaos Orb Chaos Orb	BT	R	****	Mark Tabin	2	177F 100.00
Codemark Boast Codemark Boast	BT	R	***	David Eder	5	177G 6.00
Conspiracy Conspiracy	BT	U	***	Amy White	4	177H 1.00
Copper Tablet Copper Tablet	BT	U	**	Amy White	2	177I 12.00
Crystal Ball Crystal Ball	BT	U	**	Amy White	1	177J 1.00
Cyclops' Lament Cyclops' Lament	BT	R	***	Jason Modakles	4	177K 72.50
Dragon Egg Dragon Egg	BT	R	**	Don Frazier	4	177L 6.00
Dragonwing Scepter Dragonwing Scepter	BT	R	***	Don Frazier	3	177M 3.50
Faithful Faithful	BT	R	***	Don Frazier	3	177N 100.00
Guardian of Night Guardian of Night	BT	R	****	Christophe Bush	4	177O 100.00
Gloves of Eternity Gloves of Eternity	BT	U	***	Douglas Shala	1	177P 1.50
Heads of Oakleaf Heads of Oakleaf	BT	R	***	Mark Tabin	1	177Q 3.50
Howl, the Howl, the	BT	R	***	Smith Everingham	5	177R 7.50
Ironing Stone Ironing Stone	BT	R	****	Mark Paule	2	177S 9.00
Iry Manipulator Iry Manipulator	BT	U	****	Douglas Shala	4	177T 85.00
Irony Mask Irony Mask	BT	R	****	Amy White	2	177U 60.00
Iron Star Iron Star	BT	U	**	Don Frazier	1	177V 1.00
Ivory Cup Ivory Cup	BT	R	**	Anna Anabrook	1	177W 1.00
Jade Marahit Jade Marahit	BT	R	***	Anna Anabrook	4	177X 3.50
Jade Statue Jade Statue	BT	R	****	Sam Franco	4	177Y 10.00
Jayvee's Lament Jayvee's Lament	BT	R	***	Mark Tabin	4	177Z 5.50
Juggernaut Juggernaut	BT	U	***	Don Frazier	8	177A 1.50
Kamens Bell Kamens Bell	BT	R	***	Christophe Bush	4	177B 1.50
Library of Lore Library of Lore	BT	U	***	David Eder	1	177C 1.50
Living Lamp Living Lamp	BT	U	***	Jason Modakles	4	177D 30.00
Stone Vault Stone Vault	BT	R	***	Mark Tabin	1	177E 5.00
Blaze Veil Blaze Veil	BT	R	****	Quinn Hoover	1	177F 4.00
Blaze Emerald Blaze Emerald	BT	R	****	Don Frazier	0	177G 150.00
Blaze Jet Blaze Jet	BT	R	****	Don Frazier	0	177H 150.00
Blaze Pool Blaze Pool	BT	R	****	Don Frazier	0	177I 150.00
Blaze Ruby Blaze Ruby	BT	R	****	Don Frazier	0	177J 150.00
Blaze Sapphire Blaze Sapphire	BT	R	****	Don Frazier	0	177K 150.00
Blaze's Link Blaze's Link	BT	R	****	Mark Tabin	4	177L 4.00
Obsidian Tablet Obsidian Tablet	BT	U	***	Jason Ayles	4	177M 1.50
Rail of Rome Rail of Rome	BT	U	***	Mark Tabin	1	177N 1.50
Sail Ring Sail Ring	BT	U	**	Mark Tabin	1	177O 8.50
Soul Jet Soul Jet	BT	U	**	Damon White	1	177P 1.50
Sunspines of Utva Sunspines of Utva	BT	R	****	Don Frazier	2	177Q 5.50
Throne of Bone Throne of Bone	BT	U	**	Jason Modakles	1	177R 1.00
Time Vault Time Vault	BT	R	**	Mark Tabin	3	177S 55.00
White Orb White Orb	BT	R	**	Mark Tabin	2	177T 6.00
Wooden Sphere Wooden Sphere	BT	U	**	Mark Tabin	1	177U 1.00

BLACK

Animate Dead Animate Dead	BT	U	****	Jason Modakles	11	177V 1.50
Black Moon Black Moon	BT	R	***	Jason Ayles	81	177W 9.00
Black Knight Black Knight	BT	U	***	Jeff A. Hanges	38	177X 3.50
Buy Back Buy Back	BT	U	***	Jason Ayles	83	177Y 2.50
Contract from Below Contract from Below	BT	U	***	Douglas Shala	8	177Z 1.50
Conundrum Conundrum	BT	U	**	Jason Ayles	82	177A 1.00
Dark Ritual Dark Ritual	BT	C	****	Jason Modakles	8	177B 1.00
Darkspore Darkspore	BT	R	****	Quinn Hoover	88	177C 5.00
Deathgrip Deathgrip	BT	U	***	Jason Modakles	89	177D 1.50
Deathmoss Deathmoss	BT	R	***	Smith Everingham	8	177E 3.50

Indicates Price Increase

Indicates Price Decrease

Name/Description	Set	Rarity	Usage	Level	Cost	Damage	Price
Golden Ballroom Brigade	SC	U	***	Anti-Race	R	APRA	1.50
Golden King	SC	R	***	Jagor Myflos	181	APRA	11.00
Golden Egg-pyle	SC	U	***	Christopher Rich	82	APRA	10.50
Grey Ogre	SC	C	***	Ben Factor	82	APRA	1.00
Hit Squad	SC	C	**	Ben Factor	82	APRA	1.00
Ironclad Warhorse	SC	C	**	Jason Madlocks	181	APRA	1.00
Ironclad Gry	SC	C	**	Jason Madlocks	181	APRA	1.00
Ironclad Warlord	SC	U	**	Ken Lincoln	802	APRA	3.50
Lightning Bolt	MS	C	*****	Christopher Rich	R	APRA	1.50
Mane Fire	EN	R	***	Christopher Rich	82	APRA	2.00
Mane's	EN	R	***	Christopher Rich	83	APRA	5.00
Mane's Golden Riders	SC	C	**	Jeff A. Hughes	R	APRA	1.00
Ordnance Artillery	SC	U	***	Jason Madlocks	181	APRA	1.50
Ordnance Rifleman	EN	U	***	Ben Factor	82	APRA	2.50
Power Surge	EN	R	***	Wagles Shaker	88	APRA	5.00
Raging River	EN	R	***	Sandra Cunningham	88	APRA	50.00
Red Elemental Blast	EN	C	*****	Robert Thomas	R	APRA	1.00
Red of Blue Sedges	SC	R	***	Jack Ross	83	APRA	12.50
Red Rock	SC	R	***	Jeff A. Hughes	88A	APRA	20.00
Sage's Ice	SC	R	***	Ben Factor	82	APRA	12.00
Shaman	MS	C	***	Any Rock	81	APRA	1.00



Once, as a whole, such. But the Death Spy is an exception. Top here to look at the top three cards of any library. Combine him with a Millstone and you can make it real tough for your opponent to get any good cards. Try this killer combo on yourself to get just any unwanted cards.

Name/Description	Set	Rarity	Usage	Level	Cost	Damage	Price
Shrew Dragon	SE	R	*****	Melissa Benson	89A	APRA	25.00
Sinister	EN	R	***	Jagor Myflos	89	APRA	5.00
Stone Giant	SE	U	***	James Wilkes	892	APRA	1.00
Stone Rain	SBR	C	***	David Gilson	82	APRA	1.90
Turret	SBR	U	R	Ben Factor	R	APRA	1.00
Two-Headed Goat of Fools	SC	R	***	Jason Madlocks	84	APRA	60.00
Wildcat Trail	SC	U	***	Daigles Shaker	82	APRA	3.50
Wall of Fire	SC	U	***	Richard Thomas	881	APRA	1.50
Wall of Stone	SE	U	***	Don Frisco	881	APRA	1.50
Wheel of Fortune	SBR	R	***	David Gilson	82	APRA	15.00

COLLECTIBLES

Name/Description	Set	Rarity	Usage	Level	Cost	Damage	Price
Amethyst Wolf	SC	R	**	Don Frisco	N	APRA	4.00
Assaulting	SBR	R	*****	Jagor Myflos	N1	APRA	7.00
Bolton	SBR	R	*****	Mark Poole	N1	APRA	7.00
Breakish Hero	SE	C	***	Daigles Shaker	N	APRA	1.00
Card Wood	EC	U	***	Don Frisco	N	APRA	1.00
Shack of Glory	MS	R	***	Richard Thomas	N	APRA	52.50
Shining	EC	R	***	John Bush	NW	APRA	7.50
Shin Wood	EC	U	***	Don Frisco	N	APRA	1.00
Castle	EN	U	***	Demson Wilkes	N3	APRA	2.50
Gate of Protection Black	EN	C	***	Jagor Myflos	N1	APRA	1.00

Name/Description	Set	Rarity	Usage	Level	Cost	Damage	Price
Gate of Protection Blue	EN	C	***	Demson Wilkes	N1	APRA	1.00
Gate of Protection Green	EN	C	***	Sandra Cunningham	N1	APRA	1.00
Gate of Protection Red	EN	C	***	Mark Poole	N1	APRA	1.00
Gate of Protection White	EN	C	***	Daigles Shaker	N1	APRA	1.00
Geopline Land	EL	U	***	Jeff A. Hughes	N	APRA	1.50
Greenstone Land	EN	U	***	Jagor Myflos	NW2	APRA	3.00
Gravel	EN	R	***	Mark Poole	NW	APRA	8.00
Death Ward	MS	C	*****	Mark Poole	NW	APRA	1.00
Devolcan	MS	C	*****	Any Wizard	N1	APRA	1.00
Forestland	EL	R	**	Mark Poole	NW	APRA	8.00
Green Wood	EC	U	***	Don Frisco	N	APRA	1.00
Guard Angel	MS	C	***	Jason Madlocks	NW	APRA	1.50
Healing Stone	MS	C	***	Don Frisco	N	APRA	1.00
Holy Area	EC	C	***	Melissa Benson	N	APRA	1.00
Holy Strength	EN	R	***	Jason Madlocks	N	APRA	1.00
Infused Sandstone	EN	R	***	Mark Poole	N1	APRA	3.00
Karnal	EN	U	*****	Richard Thomas	NW2	APRA	1.50

Name/Description	Set	Rarity	Usage	Level	Cost	Damage	Price
Lance	EC	U	**	Bob Alexander	N	APRA	2.50
Mass Progress	SC	C	***	Melissa Benson	N1	APRA	1.00
Merlin Paladin	SC	R	***	Daigles Shaker	NW2	APRA	10.50
Pre-Inf. Dragon	SC	R	***	Comes Back	N2	APRA	1.00
Prisoned Incantation	SC	R	***	Ken Lincoln	NW3	APRA	9.00
Paralyze	MS	R	***	Sandra Cunningham	N	APRA	3.50
Red Wind	EC	U	***	Don Frisco	N	APRA	1.00
Reverent	MS	R	***	Demson Wilkes	NW2	APRA	3.00
Reverent Damage	MS	R	***	Daigles Shaker	NW1	APRA	8.50
Rightsawyer	MS	R	***	Jason Wilkes	N	APRA	2.50
Sandstone	SC	C	***	Tom Winculston	N1	APRA	1.00
Sevenside Stone	SC	R	***	Don Frisco	N	APRA	4.00
Serve Angel	SC	U	***	Daigles Shaker	NW3	APRA	8.50
Swords to Plowshares	MS	U	***	Jeff A. Hughes	N	APRA	2.50
Retreat Bodyguard	SC	U	***	Daigles Shaker	NW3	APRA	18.00
Wall of Stone B	SC	U	***	Mark Poole	NW	APRA	50.00
White Knight	SC	R	***	David Gilson	NW	APRA	3.50
White Wolf	EC	U	***	Ben Factor	N	APRA	1.00
Witch of Bad	MS	R	***	Danton Power	NW1	APRA	7.50

Name/Description	Set	Rarity	Usage	Level	Cost	Damage	Price
Ballistics	LAN	R	***	Bob Alexander	N	APRA	25.00
Beyou	LAN	R	***	Jagor Myflos	N	APRA	25.00
Forest	LAN	C	---	Christopher Rich	N	APRA	2.00
Island	LAN	C	---	Mark Poole	N	APRA	4.00
Island	LAN	C	---	Mark Poole	N	APRA	2.00
Mountain	LAN	C	---	Wagles Shaker	N	APRA	2.00
Plains	LAN	C	---	Jagor Myflos	N	APRA	2.00
Plains	LAN	R	***	Ben Factor	N	APRA	25.00
Sevenside	LAN	R	***	Bob Alexander	N	APRA	25.00
Scrubland	LAN	R	***	Jagor Myflos	N	APRA	25.00
Swamp	LAN	C	---	Ben Factor	N	APRA	20
Trees	LAN	R	***	Bob Alexander	N	APRA	25.00
Tropical Island	LAN	R	***	Jagor Myflos	N	APRA	25.00
Tundra	LAN	R	***	Jagor Myflos	N	APRA	25.00
Underground Sea	LAN	R	***	Bob Alexander	N	APRA	25.00
Volcanic Island	LAN	R	***	Ben Factor	N	APRA	25.00

* Add other U or R to your mouse pad. Trust us both on Island and on Mountain.

UNLIMITED EDITION

Booster Pack \$50.00
 Booster Box \$1,250.00
 Full Set \$875

Name/Description	Set	Rarity	Usage	Level	Cost	Damage	Price
Acid of Males	ME	R	**	Any Wizard	2	APRA	4.00
Acidic Storm	ME	R	***	Jagor Myflos	3	APRA	2.00
Black Lotus	ME	R	*****	Christopher Rich	0	APRA	200.00
Black Vase	ME	R	***	Robert Thomas	1	APRA	2.50
Colossal Prism	ME	R	***	Any Wizard	3	APRA	1.50
Clouds	ME	R	***	Mark Poole	2	APRA	45.00
Chronomancer	ME	R	***	Ben Factor	6	APRA	8.00
Convergent	ME	R	***	Any Wizard	4	APRA	1.50
Copper Tablet	ME	U	***	Any Wizard	2	APRA	8.00
Crystal Ball	ME	U	**	Any Wizard	1	APRA	1.50
Cyclopses	ME	R	***	Jason Madlocks	4	APRA	4.50
Dragon Egg	ME	R	***	Ben Factor	4	APRA	5.00
Dragon's Scales	ME	R	***	Ben Factor	3	APRA	5.00
Earth	ME	C	*****	Don Frisco	3	APRA	70.00
Granite of Might	ME	R	***	Christopher Rich	4	APRA	85.00
Gloves of Blue	ME	U	***	Daigles Shaker	1	APRA	1.50
Hearts of Oak	ME	R	***	Mark Poole	1	APRA	3.50
Howl, The	ME	R	***	Sandra Cunningham	5	APRA	6.00
Howling River	ME	R	***	Mark Poole	2	APRA	7.50
Ice	ME	U	*****	Daigles Shaker	4	APRA	50.00
Illusionary Monk	ME	R	***	Any Wizard	2	APRA	40.00
Iron Star	ME	U	**	Don Frisco	1	APRA	1.50
Irony Cap	ME	U	**	Jason Madlocks	1	APRA	1.50
Jade Mountain	ME	R	***	Jason Madlocks	4	APRA	3.00
Jade Statue	ME	U	*****	Don Frisco	4	APRA	11.50
Jupitery Stone	ME	R	***	Mark Poole	1	APRA	2.50
King	ME	C	*****	Don Frisco	3	APRA	60.00
Kingdom	ME	R	***	Christopher Rich	4	APRA	8.50
Library of Lore	ME	U	***	David Gilson	1	APRA	1.50
Living Wall	ME	U	***	Jason Madlocks	4	APRA	2.50
Mana Vault	ME	R	***	Mark Poole	1	APRA	4.50
Reckless	ME	R	***	Daigles Shaker	1	APRA	5.00
Redstone	ME	R	***	Daigles Shaker	1	APRA	5.00
Sea of Clouds	ME	R	***	Don Frisco	0	APRA	100.00
Sea of Fog	ME	R	***	Don Frisco	0	APRA	100.00
Sea of Ice	ME	R	***	Don Frisco	0	APRA	100.00
Sea of Lava	ME	R	***	Don Frisco	0	APRA	100.00
Sea of Rain	ME	R	***	Don Frisco	0	APRA	100.00
Sea of Wind	ME	R	***	Don Frisco	0	APRA	100.00
Sea of Storm	ME	R	***	Don Frisco	0	APRA	100.00
Sea of Sun	ME	R	***	Don Frisco	0	APRA	100.00
Sea of Thunder	ME	R	***	Don Frisco	0	APRA	100.00
Sea of Water	ME	R	***	Don Frisco	0	APRA	100.00
Sea of Wood	ME	R	***	Don Frisco	0	APRA	100.00

Indicates Price Increase Indicates Price Decrease

Name/Abilities	Cost	Party	Rating	Author	Cost	Origin	Price
Sail Hat	ARI	U	***	James Wilk	1	ALPHA	1.50
Songlines of Uzza	ARI	R	***	Don Frantz	3	ALPHA	4.50
Thorns of Bone	ARI	U	***	Alan Tuba	1	ALPHA	1.50
* Time Walk	ARI	R	***	Alan Tuba	2	ALPHA	37.50
Water Oak	ARI	R	***	Alan Tuba	2	ALPHA	4.50
Wooden Sphere	ARI	U	***	Alan Tuba	1	ALPHA	1.50

BLACK

Astralis Bead	EC	U	***	Arcon Abdollos	67	ALPHA	1.50
Red Moon	EC	U	***	Jagax Myrles	61	ALPHA	2.50
Black Knight	SE	U	***	Jeff A. Manges	63	ALPHA	2.00
* Big Whisk	SE	U	***	Jeff A. Manges	63	ALPHA	2.00
* Garrison Post Below	SE	R	***	Douglas Shale	67	ALPHA	4.50
Carved Wand	EC	U	***	Arcon Abdollos	67	ALPHA	1.50
Dark Ethel	INT	C	***	Alan Tuba	6	ALPHA	1.50
* Darknet	SE	R	***	Quinn Hayes	68	ALPHA	4.00
Darkling	BN	U	***	Arcon Abdollos	68	ALPHA	1.50
Darkness	INT	R	***	David Everingham	8	ALPHA	2.00
* Demonic Allyship	SE	R	***	Samuel Gulon	8	ALPHA	5.00
Demonic Heals	SE	R	***	Jagax Myrles	68	ALPHA	14.00
* Demonic Ties	SE	R	***	Douglas Shale	67	ALPHA	8.00
Down Life	SE	R	***	Douglas Shale	67	ALPHA	1.50
Orange Soldiers	SE	C	***	Samuel Everingham	81	ALPHA	1.50
Red Phoenix	EC	U	***	Samuel Everingham	81	ALPHA	1.50
Ice	EC	C	***	Mark Poole	65	ALPHA	1.50
* Icean Shield	SE	C	***	Douglas Shale	67	ALPHA	1.50
Iron	BN	U	***	Don Frantz	62	ALPHA	1.50
Iron Iron Beyond	BN	C	***	Arcon Abdollos	67	ALPHA	1.50
Mythic Sphere	SE	U	***	Douglas Shale	67	ALPHA	3.00
Dark	BN	R	***	David Gulon	68	ALPHA	48.50
Leaf of the Pit	SE	R	***	Mark Poole	65	ALPHA	18.00
* Mind Ties	SE	R	***	Julie Bensch	63	ALPHA	7.00
Wallo: Shadow	SE	R	***	Christopher Roth	60	ALPHA	5.00
Warping Ink	SE	U	***	Quinn Hayes	67	ALPHA	5.50
Wightmans	SE	R	***	Polina Benson	65	ALPHA	12.00
Porcelain	EC	C	***	Arcon Abdollos	67	ALPHA	1.50
Porcelain	BN	C	***	Jagax Myrles	62	ALPHA	1.50
Playa Pats	SE	C	***	Arcon Abdollos	67	ALPHA	1.50
Rose Dials	SE	R	***	Jeff A. Manges	67	ALPHA	5.00
Royal Arrows	SE	R	***	Tom Whiston	64	ALPHA	14.00
Silver	BN	U	***	Don Frantz	62	ALPHA	2.00
Scar: Zombor	SE	C	***	Jagax Myrles	62	ALPHA	1.50
Scavenging Glass	SE	U	***	Jeff A. Manges	67	ALPHA	2.00
Serie Vampire	SE	U	***	Arcon Abdollos	67	ALPHA	5.00
Semantic	BN	U	***	Mark Poole	61	ALPHA	1.50
Skeikole	BN	C	***	Samuel Everingham	81	ALPHA	7.00
Texas	BN	C	***	Ken Spencer	61	ALPHA	1.50
Widely Strength	EC	C	***	Douglas Shale	67	ALPHA	1.50
Wall of Bone	SE	U	***	Arcon Abdollos	67	ALPHA	1.50
Wag Ambient	EC	R	***	Any Wizer	69	ALPHA	3.50
Whisper	EC	C	***	Douglas Shale	67	ALPHA	1.50
Wid of The Wisp	SE	R	***	Jagax Myrles	67	ALPHA	8.00
Wood of Gnomish	BN	R	***	Jagax Myrles	68	ALPHA	47.50
Zombor Marks	SE	R	***	Jeff A. Manges	68	ALPHA	6.00

BLUE

Air Elemental	SE	R	***	Richard Thomas	103	ALPHA	2.00
* Ancestral Recall	BN	R	***	Mark Poole	61	ALPHA	20.00
Astralis Artifact	BN	R	***	Douglas Shale	67	ALPHA	1.50
Blue Elemental Blast	INT	C	***	Richard Thomas	103	ALPHA	1.50
* Bluegryphon	SE	R	***	Mark Tuba	104	ALPHA	10.00
Claw	SE	R	***	Julie Bensch	63	ALPHA	8.00
Corn of Aegis	EC	R	***	James Wilk	102	ALPHA	3.00
* Copy Ambient	INT	R	***	Any Wizer	67	ALPHA	9.00
Controlled	INT	R	***	Mark Poole	61	ALPHA	3.00
Crystalline Bowl	EC	C	**	Arcon Abdollos	67	ALPHA	1.50
Dawn Pains	SE	R	***	Douglas Shale	67	ALPHA	6.00
Fireback	EC	C	**	Quinn Hayes	67	ALPHA	1.50
Flight	EC	C	**	Arcon Abdollos	67	ALPHA	1.50
Inventability	EC	C	**	Arcon Abdollos	67	ALPHA	4.00
Jump	BN	C	**	Mark Poole	61	ALPHA	1.50
Leaves	BN	U	***	Arcon Abdollos	67	ALPHA	1.50
Leaf of Atoner	SE	R	***	Polina Benson	65	ALPHA	7.50
Magical Herb	INT	R	***	Julie Bensch	63	ALPHA	7.00
Metaphoric Opus	SE	R	***	Don Frantz	62	ALPHA	9.00
Moist Vines	BN	R	***	Danese Wilk	102	ALPHA	5.00
Widok of the Pearl Visher	SE	C	**	Jeff A. Manges	67	ALPHA	1.50
Phantomized Forces	SE	U	**	Mark Poole	61	ALPHA	1.50
Phantomized Forces	BN	C	**	Danese Wilk	102	ALPHA	1.50
Phantomized Forces	BN	C	**	Jagax Myrles	62	ALPHA	3.00
Plastic Ship	SE	R	**	Tom Whiston	64	ALPHA	5.00
Revered Earth	EC	C	**	Any Wizer	67	ALPHA	1.50
Prism Shell	EC	C	***	Richard Thomas	103	ALPHA	1.50
Psychic Sunstar	SE	C	***	Douglas Shale	67	ALPHA	1.50
Revered Heart	BN	U	***	Douglas Shale	67	ALPHA	13.00

Name/Abilities	Cost	Party	Rating	Author	Cost	Origin	Price
Psychic Vacuum	EC	C	**	Brian Smolby	101	ALPHA	1.50
Sea Spirit	SE	C	**	Jeff A. Manges	65	ALPHA	1.50
Siren's Call	BN	U	***	Arcon Abdollos	67	ALPHA	1.50
Singlet of Mind	INT	R	***	Mark Poole	61	ALPHA	6.00
Spell Blast	INT	C	***	Brian Smolby	102	ALPHA	1.50
Sticks	BN	R	***	Ray Jones	101	ALPHA	4.50
Steel Ambient	BN	U	***	Any Wizer	102	ALPHA	3.00
Thoughts	INT	R	***	Mark Poole	61	ALPHA	3.00
* Time Walk	SE	R	***	Any Wizer	101	ALPHA	100.00
* Tractorbeam	SE	R	***	Mark Tuba	102	ALPHA	20.00
Twinkles	BN	C	***	Rab Alamoza	101	ALPHA	9.00
Unsummon	BN	C	***	Douglas Shale	67	ALPHA	1.50
Verdant Doppelganger	SE	R	***	Quinn Hayes	103	ALPHA	24.00
Victory Drapery	SE	R	***	Douglas Shale	103	ALPHA	4.50
Wall of Air	SE	U	**	Richard Thomas	101	ALPHA	1.50
Wall of Water	SE	U	**	Richard Thomas	101	ALPHA	1.50
Water Elemental	SE	U	**	Jeff A. Manges	103	ALPHA	1.50

GREEN

Aspect of Wolf	EC	R	***	Jeff A. Manges	67	ALPHA	6.00
* Berserk	BN	U	***	Don Frantz	6	ALPHA	28.00
Bark of Paradise	SE	R	***	Mark Poole	6	ALPHA	7.50
Causticness	BN	U	***	Jagax Myrles	6	ALPHA	8.50
* Channel	SE	R	***	Richard Thomas	62	ALPHA	1.50
Castleside	SE	R	***	Don Frantz	63	ALPHA	7.50
Cave Walk	SE	C	**	Daniel Galon	64	ALPHA	1.50
Black Justice	SE	R	**	Arcon Abdollos	64	ALPHA	5.00
Castellid	BN	R	**	Mark Poole	64	ALPHA	8.00
Cap	BN	C	**	Jagax Myrles	64	ALPHA	3.50
Circle of Nature	SE	R	***	Douglas Shale	65	ALPHA	12.50
Clumpstone	SE	R	***	Daniel Galon	65	ALPHA	4.00
Coax a Long	SE	R	***	Danese Wilk	66	ALPHA	9.00
Great Golem	BN	C	***	Samuel Everingham	6	ALPHA	1.50
Great Spoken	SE	C	***	Samuel Everingham	63	ALPHA	1.50
Grazing Beans	SE	C	**	Jeff A. Manges	61	ALPHA	1.50
Harvest	BN	R	***	Danese Wilk	66	ALPHA	1.50
Ice Storm	SE	U	***	Don Frantz	62	ALPHA	13.50
Immortal Energy	EC	U	***	Danese Wilk	6	ALPHA	1.50
Immortal Tornado	SE	C	**	Jagax Myrles	64	ALPHA	1.50
Infuse	BN	R	**	Mark Poole	66	ALPHA	6.50
Iron Deal	SE	U	***	Danese Wilk	62	ALPHA	1.50
Lifeless	BN	U	**	Richard Thomas	66	ALPHA	1.50
Lifeline	BN	C	**	Any Wizer	6	ALPHA	3.50
Living Artifact	BN	R	***	Arcon Abdollos	6	ALPHA	1.50
Living Earth	BN	R	***	Jagax Myrles	66	ALPHA	4.50
Luminescent Lines	SE	C	**	Arcon Abdollos	6	ALPHA	1.50
Lure	BN	C	***	Arcon Abdollos	67	ALPHA	1.50
Natural Selection	BN	R	***	Mark Poole	6	ALPHA	22.00
Regeneration	EC	C	**	Quinn Hayes	61	ALPHA	1.50



Last month, we gave *Essence Flare* a pretty bad rap for being useless, but since then, we've found one good application for it. If your opponent has any low toughness creatures, just check it on one of them and that should put an end to your problems pretty quick.

* Regrowth	SE	U	***	Danese Wilk	61	ALPHA	7.00
Scry's Spirit	SE	C	***	Any Wizer	6	ALPHA	1.50
Shoreline Drapery	SE	C	***	Arcon Abdollos	6	ALPHA	1.50
Stems of Life	BN	R	***	Mark Poole	68	ALPHA	1.50
Flasket Bubbles	SE	U	***	Don Frantz	63	ALPHA	2.00
Alabaster Bones	SE	R	***	Alabao Benson	63	ALPHA	4.50
Unusually	SE	C	***	Douglas Shale	62	ALPHA	1.50
Unsummon	SE	U	**	Richard Thomas	63	ALPHA	1.50
Verdant Doppelganger	SE	R	***	Ken Brockelbank	66	ALPHA	6.00
Wall of Bubbles	SE	U	**	Arcon Abdollos	62	ALPHA	1.50
Wall of Ice	SE	U	**	Richard Thomas	62	ALPHA	1.50
Wall of Sand	SE	U	**	Mark Tuba	6	ALPHA	1.50
Wanderlust	BN	U	**	Cornelia Budd	62	ALPHA	1.50
War Horns	SE	C	***	Jeff A. Manges	63	ALPHA	3.50
Wid	BN	R	***	Rab Alamoza	6	ALPHA	4.50
Wid Growth	BN	C	**	Mark Poole	6	ALPHA	1.50

*A: Artifact; B: Basic; C: Creature; EC: Enchantment; E: Enchantment; INT: Instant; M: Magic; R: Rare; S: Sorcery; U: Uncommon; V: Vintage; W: Wizard; X: Extraordinary; Y: Yuletide; Z: Zephyr.

Name/Description	Raid	Party	Rating	Area	Cost	Drop	Price
Juggernaut	AC	J	****	Ben Fazio	5	ALPHA	5.00
Recess Roll	ART	R	***	Christopher Rush	4	ALPHA	3.00
Living Wall	ART	U	***	Ben Fazio	4	ALPHA	1.00
Living Wall	AC	U	***	Arson Abolishers	4	ALPHA	2.00
Mean York	ART	R	****	Arson Tude	1	ALPHA	3.50
Mockstone	ART	R	****	Quinton Weaver	1	ALPHA	0.00
Milobase	ART	R	***	Kay Togle	2	AD	2.50
Milobase's Wm Machine	AC	R	**	Any Writer	7	AD	2.50
Novelty's Disk	ART	R	****	Alak Tude	4	ALPHA	4.00
Obsidian Cube	AC	J	***	Jeep Mylars	6	ALPHA	1.00
Quaint	AC	R	**	Arson Abolishers	3	AD	2.00
Smogstone	AC	J	**	Any Writer	0	AD	1.00
Primal Ooze	AC	R	**	Kay Togle	4	AD	3.00
Rock, the	ART	J	***	Richard Thomas	1	AD	1.50
Rock's Hammer	ART	R	***	Chris Vertus	4	AD	4.00
Roll of Rain	ART	U	***	Christopher Rush	4	ALPHA	1.00
Roll Rain	ART	U	***	Alan Tude	1	ALPHA	5.00
Roll Rain	ART	U	***	Quinton Weick	1	ALPHA	1.00
Songness of Utes	ART	R	****	Arson Tude	3	ALPHA	3.50
Waste of Bone	ART	U	**	Arson Abolishers	1	ALPHA	.50
Wreck O's	ART	R	**	Alak Tude	2	ALPHA	2.50
Woolen Sphere	ART	U	**	Alak Tude	1	ALPHA	.50

Name/Description	Raid	Party	Rating	Area	Cost	Drop	Price
Harley's Recall	MS	R	***	Mr He Thomas	81	AD	4.00
Island Fish Accessories	SC	R	**	Jason Aylton	80/81	AD	4.00
Jump	MS	C	**	Mark Pate	8	ALPHA	.50
Living	EN	U	****	Arson Abolishers	83	ALPHA	1.00
Lord of Darkness	SC	R	****	Walter Benson	83	ALPHA	6.00
Magnific Ball	MS	R	****	Alan Tude	8	ALPHA	4.00
Molotov Blast	MS	R	****	Don Francis	84	ALPHA	7.00
More Skin	MS	R	****	Quinton Weick	82	ALPHA	4.00
Mark of the Post/Trident	SC	C	**	Jeff A. Manges	8	ALPHA	.50
Plantation Trees	SC	U	**	Mark Pate	83	ALPHA	1.00
Plantation Terrace	EL	C	****	Quinton Weick	83	ALPHA	.50
Plantation Monster	SC	U	****	Jason Aylton	83	ALPHA	1.00
Plate Slip	SC	R	****	Tom Wainwright	84	ALPHA	4.00
Power Link	EL	C	**	Alan Tude	11	ALPHA	.50
Power Stick	RT	C	****	Richard Thomas	10	ALPHA	.50
Psychic Scanner	SC	C	****	Quinton Weick	82	ALPHA	.50
Psychic Storm	SC	C	**	Alan Tude	11	ALPHA	.50
Rainwater	EN	C	**	Arson Abolishers	8	AD	1.00
Red Key	SC	C	**	Jeff A. Manges	15	ALPHA	.50
Seafood Feast	SC	R	****	Arson Abolishers	82	ALPHA	9.00
Shrimp's Cell	MS	R	****	Arson Abolishers	8	ALPHA	1.50
Sleigh of Mind	RT	R	****	Mark Pate	8	ALPHA	5.00
Spell Book	NT	C	**	Brian Stealy	8X	ALPHA	.50

BLACK

Amulet of Ice	EL	U	****	Arson Abolishers	81	ALPHA	1.00
Black Moon	EN	R	****	Jeep Mylars	81	ALPHA	5.50
Black Knight	SC	U	****	Jeff A. Manges	8B	ALPHA	2.00
Boy Nails	SC	U	**	Jeff A. Manges	83	ALPHA	1.50
Cast Iron Below	SDR	R	**	Quinton Weick	8	ALPHA	3.50
Cast Iron	EL	U	**	Jeep Mylars	8BZ	ALPHA	.50
Cast Iron	EN	C	****	Arson Abolishers	8	ALPHA	.50
Chickadee	SDR	R	****	Quinton Weick	8	ALPHA	3.00
Cloudy	EN	U	**	Arson Abolishers	8B	ALPHA	1.00
Clouds	EN	R	**	Soledad Escambrun	8	ALPHA	2.50
Demons Into my	SDR	R	**	Daniel Riley	8	ALPHA	4.00
Demons, the	SC	R	****	Jeep Mylars	8BBS	ALPHA	12.00
Demons Tutor	SDR	U	****	Quinton Weick	81	ALPHA	6.00
Dive Into	SDR	C	****	Deputy Shale	81X	ALPHA	.50
Drudge Skeleton	SC	C	****	Soledad Escambrun	81	ALPHA	.50
El Holey	SC	R	****	Quinton Weick	8B1	AD	4.50
El Kabon	SC	C	**	Quinton Weick	81	AD	.50
Evil Presence	EL	U	**	Soledad Escambrun	8	ALPHA	1.00
Fox	EL	C	**	Mark Pate	8B	ALPHA	.50
Foxes Shade	SC	C	****	Quinton Weick	82	ALPHA	.50
IM	IM	C	****	Quinton Weick	82	ALPHA	1.00
Howl from Beyond	MS	C	****	Quinton Weick	82	ALPHA	2.00
Hydroic Specie	SC	U	****	Quinton Weick	8B1	ALPHA	.50
Lord of the Pit	SC	R	****	Mark Tude	8B4	ALPHA	8.00
Mad Twist	SDR	R	****	Sale Smith	8Z	ALPHA	5.50
Merch Shadow	SC	U	****	Christopher Rush	8B	ALPHA	4.00
Netting Slip	SC	U	****	Quinton Weick	82	ALPHA	4.00
Nightmare	SC	R	****	Walter Benson	85	ALPHA	3.50
Paralyse	AC	C	****	Arson Abolishers	8	ALPHA	.50
Perilous	EN	C	****	Jason Aylton	8B2	ALPHA	.50
Plague Rats	SC	C	**	Arson Abolishers	82	ALPHA	.50
Road Deal	SDR	C	***	Jeff A. Manges	81	ALPHA	.50
Royal Invasion	SC	U	****	Tom Wainwright	8B1	ALPHA	12.00
Spirit	RT	U	**	Ben Fazio	8	ALPHA	1.50
Swath Emblem	SC	C	**	Jeep Mylars	82	ALPHA	.50
Scavenging Skull	SC	U	**	Jeff A. Manges	83	ALPHA	1.00
Scary Vampire	SC	U	****	Arson Abolishers	8B3	ALPHA	4.00
Seemingly	MS	U	****	Mark Pate	21	ALPHA	1.00
Serious Reason	SC	R	****	Ray Togle	8B3	AD	5.50
Serif	MS	C	****	Ron Spence	31	ALPHA	.50
Sidely Strength	EL	C	**	Jeep Mylars	8	ALPHA	.50
Wall of Bone	SC	U	**	Arson Abolishers	82	ALPHA	1.00
Way Ambient	EL	R	**	Any Writer	38	ALPHA	3.00
Weakness	EL	C	****	Jeep Mylars	9	ALPHA	.50
Wid of the Wip	SC	R	****	Jeep Mylars	8	ALPHA	6.00
Zombie Master	SC	R	**	Jeff A. Manges	8B1	ALPHA	1.50

BLUE

Be Shattered	SC	U	****	Richard Thomas	83J	ALPHA	1.50
Black and Red	EN	U	****	Quinton Weick	83	ALPHA	1.00
Blue Elemental Blast	RT	C	**	Richard Thomas	83	ALPHA	.50
Brangyzer	SDR	R	****	Alak Tude	83B	ALPHA	10.00
Claw	SC	R	****	John Smith	83	ALPHA	6.00
Control Stage	EL	C	****	Samuel Athik	83D	ALPHA	2.50
Copy Ambient	EN	R	**	Any Writer	81	ALPHA	7.00
Crackling	RT	U	****	Mark Pate	83	ALPHA	2.50
Crusher's Band	EL	C	**	Arson Abolishers	81	ALPHA	.50
Brain Power	SDR	R	****	Quinton Weick	83	ALPHA	1.50
Energy Flux	EN	U	**	Ray Togle	83	AD	1.00
Feedback	EL	U	**	Quinton Weick	83	ALPHA	.50
Light	EL	C	****	Arson Abolishers	83	ALPHA	.50



Put your X-mas into the Bonfire and we'll do half that damage to your target and half that damage to you. Power him up, blowing away your opponent's leg, and COP of the damage Bonfire does to you. Then say, "Next!"

Shells	EN	R	***	Ray Togle	81	ALPHA	3.50
Steel Ambient	BA	U	***	Any Writer	82D	ALPHA	1.00
Thuglife	EN	U	****	Mark Pate	81	ALPHA	2.50
Umbrella Weather	MS	C	****	Quinton Weick	81	AD	.50
Umbrella	RT	C	****	Quinton Weick	81	ALPHA	.50
Vampire Doppelganger	SC	R	****	Quinton Weick	8B3	ALPHA	18.00
Vampire Enigma	SDR	R	****	Quinton Weick	8B3	ALPHA	3.50
Wall of Air	SC	U	**	Richard Thomas	8B1	ALPHA	1.50
Wall of Water	SC	U	**	Richard Thomas	8B1	ALPHA	.50
Water Elemental	SC	U	**	Jeff A. Manges	8B3	ALPHA	1.50

GREEN

Agent of Wolf	EL	C	****	Jeff A. Manges	81	ALPHA	4.50
Bark of Paradise	SC	R	****	Mark Pate	8	ALPHA	6.50
Crusader	SDR	U	****	Richard Thomas	83	ALPHA	1.00
Cuckoo	SC	R	****	Don Francis	83B	ALPHA	6.00
Curse Worn	SC	C	**	Daniel Riley	83A	ALPHA	.50
Curse	MS	U	****	Jeep Mylars	8	AD	.50
Desert Tents	SDR	U	****	Sean Van Gorp	83A	AD	2.00
Drach Avatars	SC	R	**	Arson Abolishers	82	ALPHA	4.00
Farmland	RT	R	**	Mark Pate	8	ALPHA	6.00
Fog	MS	C	****	Jeep Mylars	8	ALPHA	.50
Force of Nature	SC	R	****	Quinton Weick	8B6B3	ALPHA	8.50
Freeway	SC	R	****	Daniel Riley	83	ALPHA	6.50
Gen's Forge	SC	R	****	Quinton Weick	8B3	ALPHA	6.50
Guard Spirit	MS	C	****	Soledad Escambrun	8	ALPHA	.50
Guard Spleen	SC	C	****	Soledad Escambrun	83	ALPHA	.50
Gravelly Eyes	SC	C	**	Jeff A. Manges	81	ALPHA	.50
Horseshoe	SDR	U	****	Quinton Weick	8X	ALPHA	1.00
Iron Energy	EL	C	**	Quinton Weick	83	ALPHA	1.00
Ironcast Trench	SC	C	****	Jeep Mylars	81	ALPHA	.50
Kaldu	EL	R	**	Mark Pate	8B1	ALPHA	5.00
Key Legend	EN	U	**	Samuel Athik	82	ALPHA	1.00
Lifeless	EN	U	**	Quinton Weick	83	ALPHA	1.00
Lifeless	RT	R	**	Any Writer	8	ALPHA	.50

* = Restricted/Shared AM = Ambush AC = Ambient IC = Ambient Control EL = Elemental EW = Elemental Wall MW = Maelstrom SC = Summon Creature
 AC = Ambient Control BA = Elemental Ambient RT = Ambient Enhancement BA = Enhancement MS = Instant LAR = Lair

Name/Description	God	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	God	Rarity	Rating	Artist	Cost	Origin	Price
Living Emblem	BA	R	***	Anon Albedols	6	ALPA	3.00	Skullcrusher	SOR	R	***	Mark Poole	RE2	AG	4.50
Living Lands	WH	R	**	Jason Myhras	63	ALPA	3.50	Stone Dragon	SC	R	****	Melissa Beaman	WH	ALPA	15.00
Unborn Bless	SC	C	****	Anon Albedols	5	ALPA	5.00	Shen	EN	R	***	Jason Myhras	WH	ALPA	3.50
Iron	EC	U	****	Anon Albedols	101	ALPA	1.00	Stone Guard	SC	R	****	Jason Myhras	RE2	ALPA	1.00
Regeneration	SOR	U	****	Quinn Reeves	61	ALPA	5.00	Stone Run	SOR	C	***	Jason Myhras	RE2	ALPA	5.00
• Regrowth	SOR	U	****	Duncan Welch	61	ALPA	5.00	Tamed	SOR	R	***	Don Factor	R	ALPA	5.00
Soil Sprites	SC	C	****	Any Vukob	6	ALPA	5.00	Wall of Ice	SC	R	***	Quinn Reeves	RE2	ALPA	2.00
Shaman Dryads	SC	C	****	Anon Albedols	6	ALPA	5.00	Wall of Stone	SC	R	****	Richard Thomas	RE1	ALPA	1.00
Shard of Ice	SOR	C	****	Mark Poole	6X	ALPA	5.00	• Wall of Stone	SC	R	****	Don Factor	RE1	ALPA	1.00
Shard of Soul	SC	U	****	Don Factor	633	ALPA	2.50	• Wall of Fortune	SOR	R	****	Daniel Galan	RE2	ALPA	9.00
Shard of Wisdom	SC	R	****	Quinn Reeves	61	ALPA	3.50								
Shard of Song	WH	R	****	Quinn Reeves	63	ALPA	3.00								
• Smell	SOR	C	****	Douglas Shaler	62	ALPA	5.00								
• Turnout	SOR	U	****	Richard Thomas	63	ALPA	1.00								
Walls on Earthweaver	SC	R	****	Rev Backusford	621	ALPA	4.50								
Wall of Humble	SC	U	****	Anon Albedols	62	ALPA	1.00								



Any player can top green mana for a hurricane when *It's Still* is hanging around. The trouble is, he's a 3/3 flyer. Hey, no worries—just fertilized the gods, then clear the skies.

Wall of Ice	SC	U	****	Richard Thomas	62	ALPA	1.00
Wall of Wood	SC	C	****	Mark Poole	6	ALPA	5.00
Wanda's Hat	EC	U	****	Corbin Lead	62	ALPA	1.00
Wax Horns	SC	C	****	Jeff A. Morgan	63	ALPA	5.00
Wild	EC	R	****	Rob Albedols	6	ALPA	3.50
Wild Growth	EC	C	****	Mark Poole	6	ALPA	5.00

RED							
Ally	SC	C	**	Jason Myhras	61	AG	1.00
Artweaving	EC	C	****	Mark Poole	1	ALPA	1.00
Chameleon	WH	R	****	Duncan Welch	6	ALPA	2.50
Darkspate	SOR	C	****	Anon Albedols	6X	ALPA	5.00
Dragon Whisk	SC	B	****	Any Vukob	612	ALPA	2.50
Dwarven Protection	SC	C	****	Douglas Shaler	62	ALPA	5.00
Dwarven Weaponcraft	SC	B	****	Mark Poole	61	AG	1.50
Earth Elemental	SC	U	****	Don Factor	613	ALPA	2.00
Fertilized	EC	C	****	Duncan Welch	6	ALPA	1.00
Ferocious	SOR	C	****	Don Factor	63	ALPA	4.00
Fey Elemental	SC	F	****	Melissa Beaman	613	ALPA	1.50
Fervid	SOR	C	****	Mark Poole	62	ALPA	5.00
Fey Weaving	EC	C	****	Don Factor	63	ALPA	5.00
Healing	SOR	B	****	Jason Myhras	62	ALPA	1.00
• Jack	WH	R	****	Any Vukob	61	ALPA	1.00
Sabbat Falcon Brigade	SC	U	****	Arti Roca	2	ALPA	1.00
Sabbat King	SC	R	****	Jason Myhras	611	ALPA	6.00
Savage Gorge	SC	R	****	Christopher Back	62	ALPA	6.00
Shy Ogre	SC	C	****	Don Factor	62	ALPA	5.00
Iron Giant	SC	C	****	Don Factor	63	ALPA	5.00
Shard of Wisdom	SC	C	****	Anon Albedols	RE1	ALPA	5.00
Hidden Wizard	SC	U	****	Ken Goodknight	RE2	ALPA	2.50
Red Axe	SC	C	****	Ken Goodknight	RE	AG	1.00
Lightning Bolt	INS	C	****	Christopher Back	6	ALPA	5.00
Magical Mountain	WH	R	****	Susan Van Camp	611	AG	3.50
Mane Fire	WH	R	****	Christopher Back	62	ALPA	4.50
Mountain	WH	R	****	Christopher Back	63	ALPA	3.50
Ally's Bless	SC	R	****	Susan Van Camp	608	AG	3.50
Mane's Golden Pikes	SC	C	**	Jeff A. Morgan	63	ALPA	5.00
Orchid Arility	SC	U	****	Anon Albedols	RE1	ALPA	1.00
Orchid of Darkness	WH	U	****	Don Factor	63	ALPA	2.50
Power Surge	WH	R	****	Douglas Shaler	6R	ALPA	3.00
Red Elemental Blast	WH	C	****	Richard Thomas	6	ALPA	5.00
Rock of the Bridges	SC	R	****	Arti Roca	63	ALPA	2.50
Red Hydra	SC	R	****	Jeff A. Morgan	608	ALPA	17.00
Sledge Trail	SC	C	****	Don Factor	62	ALPA	7.00
Shard	INS	C	****	Any Vukob	61	ALPA	5.00

Skullcrusher	SOR	R	****	Mark Poole	RE2	AG	4.50
Stone Dragon	SC	R	****	Melissa Beaman	WH	ALPA	15.00
Shen	EN	R	***	Jason Myhras	WH	ALPA	3.50
Stone Guard	SC	R	****	Jason Myhras	RE2	ALPA	1.00
Stone Run	SOR	C	***	Jason Myhras	RE2	ALPA	5.00
Tamed	SOR	R	***	Don Factor	R	ALPA	5.00
Wall of Ice	SC	R	***	Quinn Reeves	RE2	ALPA	2.00
Wall of Stone	SC	R	****	Richard Thomas	RE1	ALPA	1.00
• Wall of Stone	SC	R	****	Don Factor	RE1	ALPA	1.00
• Wall of Fortune	SOR	R	****	Daniel Galan	RE2	ALPA	9.00

LANDS							
Balduin	WH	R	****	Rob Albedols	ALPA	15.00	
Bayou	WH	C	****	Jason Myhras	ALPA	15.00	
Forest	WH	C	****	Christopher Back	ALPA	05	
Island	WH	C	****	Mark Poole	ALPA	05	
Mountain	WH	C	****	Jason Myhras	ALPA	05	
Plains	WH	C	****	Jason Myhras	ALPA	05	
Swamp	WH	C	****	Christopher Back	ALPA	15.00	
Tundra	WH	C	****	Rob Albedols	ALPA	15.00	
Water	WH	C	****	Jason Myhras	ALPA	15.00	
Wasteland	WH	C	****	Don Factor	ALPA	05	
Temple	WH	R	****	Rob Albedols	ALPA	15.00	
Temple Island	WH	R	****	Jason Myhras	ALPA	15.00	
Temple	WH	R	****	Jason Myhras	ALPA	15.00	
Underground Sea	WH	R	****	Rob Albedols	ALPA	15.00	
Waterfall Island	WH	R	****	Jason Myhras	BEL	15.00	

FOURTH EDITION

Reaper Box							\$2.50
Reaper Box							\$80.00
Full Set (2578)							\$200.00

Name/Description	God	Rarity	Rating	Artist	Cost	Origin	Price
Reaper Box	WH	R	****	Mark Poole	16	AG	2.50
Reaper Box	WH	R	****	Don Factor	6	AG	3.50

Indicates Price Increase

Indicates Price Decrease

How/Description	Kind	Rating	Artist	Cost	Days	Price
Awelet of Frost	ART	C	***	Wesley Gagnicola	2	AD 50
Ark of Waters	ART	R	***	Any White	2	ALPH 2.50
Armageddon Deck	ART	R	***	Any White	6	AD 2.50
Asphyxiate Battle Box	ART	U	***	Mark Tustin	2	AD 2.50
Asphyxiate Box	AC	C	***	Jeff A. Wenger	2	AD 5.00
Black & White Battery	ART	R	***	James Wood	4	AD 4.00
Black 'n' Blue	ART	U	***	Richard Thomas	1	ALPH 1.00
Blue Moon Battery	ART	U	***	Any White	4	LE 4.00
Buttle of Sabotage	ART	R	***	Jason Madsback	4	AD 3.00
Buses Blue	AC	U	***	Christopher Rob	1	AD 50
Buzzes Tablet	ART	AD	*	Tam Newstead	6	AD 5.00
Celestial Frame	ART	U	****	Any White	3	ALPH 50
City Streets	AC	C	***	Jason Madsback	4	AD 50
Clockwork Avion	AC	R	***	Randy Asplund/Fath	5	AD 8.00
Clockwork Arctic	AC	R	***	Dan Tustin	6	ALPH 3.00
Colosseum of Seattle	AC	R	****	Jason Madsback	9	AD 10.00
Concrete	ART	U	***	Any White	4	ALPH 50
Cool Holes	ART	R	***	Any White	3	AD 4.50
Crystal Ball	ART	U	***	Any White	1	ALPH 50
Curved Bank	ART	U	***	Richard Thomas	4	AD 2.50



Whenever anyone loses a level, Dragon Egg does 2 damage to that player for each level lost.



Whenever players lose some levels, it gives them instant enough levels of loss so he never loses to register the number of levels lost when he plays the game, register the units in level, and then announce on play the same way. Consider, but do not announce any unannounced level.

The Dragon Egg does two damage to an opponent for each level that is lost. So play a light land deck (for normal land, substitute counter-building terrain from Fallen Engines, Moon Batteries, Set Rings, and so on), then play Balance when your opponent has holes of mana out. That's gotta hurt!

Dancing Sentinel	AC	R	***	Jason Madsback	4	AD 3.00
Deabolic Machine	AC	U	***	Jason Madsback	7	DC 2.00
Dragon Egg	ART	R	**	Ben Frazier	4	ALPH 3.00
Disrupting Sorcery	ART	R	***	Ben Frazier	3	ALPH 3.00
Dragon Engine	AC	R	***	Jason Madsback	3	AD 1.00
Heavy Rain	ART	R	*	Benjamin Wilch	3	AD 2.50
Felony Stone	ART	U	****	Quentin Hanson	2	DC 2.00
Flying Carpet	ART	R	****	Mark Tustin	4	AD 3.50
Flowers of Urza	ART	U	***	Douglas Shuler	1	ALPH 50
Empire of Garguul	AC	C	***	Ben Frazier	4	AD 50
Empire of the Sun	ART	R	***	Christopher Rob	4	LE 4.00
Empire of the Sun	ART	R	***	Mark Tustin	1	ALPH 2.50
Empire of the Sun	ART	R	***	Jason Madsback	5	ALPH 4.50
Empire of the Sun	ART	R	***	Ben Frazier	1	ALPH 50
Empire of the Sun	ART	R	***	Jason Madsback	1	ALPH 50
Empire of the Sun	ART	R	***	Margaret Dejon-Smith	8	AD 4.50
Empire of the Sun	ART	R	***	Jason Madsback	4	ALPH 1.50
Empire of the Sun	ART	R	***	Benjamin Wilch	6	AD 3.00
Empire of the Sun	ART	R	***	Mark Tustin	4	ALPH 3.00
Empire of the Sun	ART	R	***	Christopher Rob	4	ALPH 2.50
Empire of the Sun	ART	R	***	David Colson	1	ALPH 50
Empire of the Sun	ART	R	***	Mark Tustin	1	ALPH 3.00
Empire of the Sun	ART	R	***	Quentin Hanson	1	ALPH 3.50
Empire of the Sun	ART	R	***	Rep-Engle	2	IC 2.00
Empire of the Sun	ART	R	***	Any White	7	AD 2.00
Empire of the Sun	ART	R	***	Mark Tustin	4	ALPH 3.50
Empire of the Sun	ART	R	***	Jason Madsback	6	ALPH 1.00
Empire of the Sun	ART	R	***	Jason Madsback	3	AD 1.50
Empire of the Sun	ART	R	***	Any White	0	IC 50
Empire of the Sun	ART	R	***	Rep-Engle	4	IC 2.50
Empire of the Sun	ART	R	***	Richard Thomas	1	AD 1.00
Empire of the Sun	ART	R	***	Mark Tustin	4	IC 4.00
Empire of the Sun	ART	R	***	Christopher Rob	4	ALPH 1.00

AC Ambient Artwork AD Ambient Deck AE Ambient Engine AL Ambient Land AM Ambient Mana AN Ambient Nature AO Ambient Other AP Ambient Power AR Ambient Resources AS Ambient Spells AT Ambient Terrain AU Ambient Units AV Ambient Vehicles AW Ambient Weather AX Ambient Weather AX Ambient Weather AY Ambient Weather AZ Ambient Weather BA Ambient Weather BB Ambient Weather BC Ambient Weather BD Ambient Weather BE Ambient Weather BF Ambient Weather BG Ambient Weather BH Ambient Weather BI Ambient Weather BJ Ambient Weather BK Ambient Weather BL Ambient Weather BM Ambient Weather BN Ambient Weather BO Ambient Weather BP Ambient Weather BQ Ambient Weather BR Ambient Weather BS Ambient Weather BT Ambient Weather BU Ambient Weather BV Ambient Weather BW Ambient Weather BX Ambient Weather BY Ambient Weather BZ Ambient Weather CA Ambient Weather CB Ambient Weather CC Ambient Weather CD Ambient Weather CE Ambient Weather CF Ambient Weather CG Ambient Weather CH Ambient Weather CI Ambient Weather CJ 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Weather ZT Ambient Weather ZU Ambient Weather ZV Ambient Weather ZW Ambient Weather ZX Ambient Weather ZY Ambient Weather ZZ Ambient Weather

How/Description	Kind	Rating	Artist	Cost	Days	Price
Shapothite	AC	U	****	Ben Frazier	6	AD 6.50
Soul Bar	ART	U	**	Benjamin Wilch	1	ALPH 50
Songlines of Urza	ART	R	**	Ben Frazier	3	ALPH 3.00
Tamara's Wood	ART	U	**	Douglas Shuler	4	AD 2.00
Tamara's Wood	ART	U	**	Ben Frazier	2	AD 2.00
Tamara's Wood	ART	U	**	Mark Tustin	1	AD 8.50
Tamara's Wood	ART	U	**	Jason Madsback	1	AD 5.50
Tamara's Wood	ART	U	**	Douglas Shuler	6	AD 8.00
Tamara's Wood	ART	U	**	Jason Madsback	6	AD 9.00
Tamara's Wood	ART	U	**	Sandra Cunningham	3	AD 5.50
Tamara's Wood	ART	U	**	Jason Madsback	4	IC 4.00
Tamara's Wood	ART	U	**	Mark Tustin	2	ALPH 3.00
Tamara's Wood	ART	U	**	Mark Tustin	1	ALPH 50
Tamara's Wood	ART	U	**	Christopher Rob	3	AD 50

How/Description	Kind	Rating	Artist	Cost	Days	Price
Abomination	SC	U	***	Mark Tustin	8B5	US 3.50
Abomination	SC	U	***	Jason Madsback	01	ALPH 50
Abomination	SC	U	***	Dan Tustin	0B1	OR 50
Abomination	SC	U	***	Jason Madsback	01	ALPH 5.00
Abomination	SC	U	***	Jeff A. Wenger	0B	ALPH 1.50
Abomination	SC	U	***	Pete Verres	0B	US 2.50
Abomination	SC	U	**	Ben Spencer	01	OR 50
Abomination	SC	U	**	Jeff A. Wenger	03	ALPH 1.00
Abomination	SC	U	***	Richard Thomas	0B2	US 10.00
Abomination	SC	U	***	Jason Madsback	0B3	US 6.00
Abomination	SC	U	***	Jason Madsback	0B4	ALPH 50
Abomination	SC	U	**	Edward Bond J.	01	US 50
Abomination	SC	U	****	Jason Madsback	01	ALPH 50
Abomination	SC	U	****	Jason Madsback	0B	ALPH 1.00
Abomination	SC	U	****	Sandra Cunningham	01	ALPH 3.00
Abomination	SC	U	****	Douglas Shuler	01X	ALPH 50
Abomination	SC	U	****	Sandra Cunningham	01	ALPH 50
Abomination	SC	U	****	Benjamin Wilch	0B1	AM 3.50
Abomination	SC	U	****	Benjamin Wilch	01	AM 3.50
Abomination	SC	U	****	Sandra Cunningham	01	ALPH 1.00
Abomination	SC	U	****	Mark Tustin	0B	ALPH 50
Abomination	SC	U	****	Douglas Shuler	02	ALPH 50
Abomination	SC	U	****	Ben Frazier	02	ALPH 1.00
Abomination	SC	U	****	Phil Fazio	03	US 5.00
Abomination	SC	U	****	Mark Tustin	03	ALPH 50
Abomination	SC	U	****	Douglas Shuler	0B1	ALPH 2.00
Abomination	SC	U	****	Christopher Rob	0B1	AN 4.00
Abomination	SC	U	****	Mark Tustin	0B4	ALPH 7.00
Abomination	SC	U	**	Randy Asplund/Fath	0B1	US 50
Abomination	SC	U	****	Douglas Shuler	01	OR 50
Abomination	SC	U	****	John Alcock	01	ALPH 5.00
Abomination	SC	U	****	Dan Tustin	03	OR 50
Abomination	SC	U	****	Christopher Rob	0B	ALPH 3.50
Abomination	SC	U	****	Mark Tustin	05	ALPH 6.50



Here's a fun one. Ateck with a creature your opponent can block and kill. After blocking is declared but before damage is assigned, cast Enchantment Ateck, taking a Divine Transformation or other enhancement from one of your creatures—or, better yet, one of theirs—and reuse it to your attacker. This act is sorpized as the when her enters deck.

Paralyze	EN	C	***	Jason Madsback	8	ALPH 50
Paralyze	EN	C	****	Jason Madsback	8B3	ALPH 50
Paralyze	EN	C	**	Scott Enricher	82	IC 50
Paralyze	EN	C	**	Jason Madsback	82	ALPH 50

Hero/Description	Race	Body	Rating	Artist	Cost	Origin	Price
Big Man	SC	B	***	David Galen	882	OK	4.50
Big Deal	SOR	C	***	Jeff A. Morgan	8	AFPM	50
Boat Jockey	SC	B	***	Tam Waisand	381	AFPM	10.00
Scuffle Zombies	SC	C	***	Jasper Myhras	32	AFPM	.50
Scrambling Ghoul	SC	U	***	Jeff A. Morgan	83	AFPM	1.00
Savage Vampire	SC	U	***	Arnon Aronhask	183	AFPM	2.50
Skeleton	BHS	U	***	Mark Poole	81	AFPM	.50
Sovereign Decca	SC	B	****	Kate Taplin	381	OK	5.00
Spicy Shredle	SOR	U	***	Edward Beard	86	LG	1.00
Ironer	BHS	C	****	Ron Spencer	81	AFPM	.50
Uddis Iron	SC	U	***	David Galen	381	OK	2.00
Likely to Scream	EC	C	***	Douglas Shuler	8	AFPM	.50
Vampire's Fats	SC	U	***	Arnon Aronhask	8	LG	.50
Wall of Bone	SC	U	***	Arnon Aronhask	82	AFPM	1.00
Way of Artifact	EB	B	***	Amy Weber	96	AFPM	2.50
Whiskers	EC	C	****	Douglas Shuler	8	AFPM	.50
Will o' the Wisp	SC	B	****	Jasper Myhras	8	AFPM	5.00
Wolf of Bending	SOR	C	***	Ron Spencer	381	OK	.50
Wooz Phrogger	SC	B	***	Don Francis	381	OK	3.00
Zombie Baiter	SC	B	***	Jeff A. Morgan	381	AFPM	4.00

Hero/Description	Race	Body	Rating	Artist	Cost	Origin	Price
Pronged Sorcerer	SC	C	****	Douglas Shuler	102	AFPM	.50
Power Golem	SC	R	***	John Burpton	184	LG	4.50
Physic Visions	SC	C	***	Rene Scordy	101	AFPM	.50
Ride Back	GA	R	***	Christopher Kahl	102	LG	2.50
Sea Serpent	SC	C	***	Jeff A. Morgan	105	AFPM	.50
Serogon Levitation	SC	U	***	Arnon Aronhask	184	LG	3.00
Shredle	SC	U	***	John Bach	101	AFPM	4.00
Siren's Call	HS	U	***	Arnon Aronhask	10	AFPM	1.00
Slight of Mind	INT	R	****	Mark Poole	10	AFPM	4.50
Spell Blast	INT	C	****	Rene Scordy	101	AFPM	.50
Steak	BHS	R	***	Foy Jans	101	AFPM	3.00
Steel Ambush	GA	U	***	Andy Weber	102	AFPM	1.00
Swine City	IN	C	***	Jasper Myhras	10	OK	.50
Thunderbolt	INT	R	***	Mark Poole	10	AFPM	2.00
Tree Elemental	SC	R	***	Andy Weber	102	LG	10.00
Twinkle	HS	C	****	Rob Alexander	10	AFPM	.50
Umbrella Protection	EC	C	***	Douglas Shuler	10	AFPM	.50
Unsummon	SOR	R	***	Douglas Shuler	10	AFPM	.50
Valkyrie Eruption	BHS	R	***	Douglas Shuler	100X	AFPM	3.00
Wall of Ice	SC	U	***	Richard Thomas	101	AFPM	.50
Water Elemental	SC	U	***	Jeff A. Morgan	103	AFPM	1.00
Zephyr Falcon	SC	C	***	Heather Brown	10	LG	.50



Buy, three legend greys are known. Hebrahadzev is especially cool. You can top him and it means and none a card, and your opponent must randomly show you X cards from her hand. If the card you named is among those she shows, she's got to discard it. The trick: use Clones of Blue Infernal to peek at your opponent's hand.

Hero/Description	Race	Body	Rating	Artist	Cost	Origin	Price
Air Elemental	SC	U	****	Richard Thomas	103	AFPM	1.00
Alchemist Artifact	EB	U	***	Douglas Shuler	83	AFPM	.50
Apprentice Wizard	SC	C	***	Don Francis	101	OK	.50
Archler	EC	U	***	Irene Smolky	8	LG	2.00
Blue Elemental Blast	INT	C	***	Richard Thomas	8	AFPM	.50
Control Magic	EC	U	****	Damon Wilch	103	AFPM	2.00
Counterjinx	INT	U	****	Mark Poole	83	AFPM	2.00
Crucify a Real	EC	C	***	Arnon Aronhask	81	AFPM	.50
Dark Power	SOR	B	***	Douglas Shuler	83	AFPM	4.00
Energy Flux	IN	U	***	Kate Taplin	82	AG	1.00
Energy Tap	SOR	C	***	David Galen	8	LG	.50
Evanes	EL	C	***	Pete Ventres	100	OK	.50
Feedback	EB	U	***	Quentin Hoover	82	AFPM	.50
Flight	EC	C	****	Arnon Aronhask	8	AFPM	.50
Flood	IN	C	***	Denise Detwiler	8	OK	.50
Gracious Fates	EC	C	***	Phil Foglio	82	LG	.50
Great Ship	SC	U	****	Tam Waisand	102	OK	.50
Great Tortoise	SC	C	***	Kate Taplin	81	OK	.50
Haley's Recall	BHS	B	***	Hi Wi Thomas	81	AG	3.50
Island Fish Accessories	SC	B	***	Jasper Myhras	100H	OK	3.50
Jump	BHS	C	***	Mark Poole	8	AFPM	.50
Lionelion	SC	B	***	Mark Poole	1000B	OK	5.00
Lifting	IN	U	***	Arnon Aronhask	83	AFPM	1.00
Lord of Atlantis	SC	B	***	Michael Bruner	93	AFPM	5.00
Magical Blast	BHS	B	****	John Bach	8	AFPM	4.00
Melancholy Divine	SC	B	****	Don Francis	104	AFPM	4.00
Home Shop	BHS	B	****	Damon Wilch	82	AFPM	3.50
Mark of the Panther	SC	C	***	Jeff A. Morgan	8	AFPM	.50
Mind Bomb	SOR	B	***	Mark Poole	8	OK	3.00
Planetary Forces	SC	U	***	Mark Poole	83	AFPM	1.00
Planetary Forces	EL	C	****	Damon Wilch	83	AFPM	.50
Planetary Rotation	SC	U	***	Jasper Myhras	83	AFPM	1.00
Power Slip	SC	B	***	Tam Waisand	84	AFPM	3.50
Power Leak	EB	C	***	Don Francis	81	AFPM	.50
Power Sink	INT	C	****	Richard Thomas	8X	AFPM	.50

Hero/Description	Race	Body	Rating	Artist	Cost	Origin	Price
Aspect of Aul	EC	R	****	Jeff A. Morgan	61	AFPM	4.00
Blast of Paradise	SC	R	****	Mark Poole	6	AFPM	5.50
Carminous Plant	SC	C	***	Quentin Hoover	63	OK	.50
+ Channel	SOR	U	***	Richard Thomas	66	AFPM	.50
Cadastres	SC	R	****	Don Francis	683	AFPM	5.50
Cow Wren	SC	C	***	David Galen	684	AFPM	.50
Crucible	HS	U	****	Jasper Myhras	6	AG	.50
Desert Twister	SOR	U	****	Susan Van Camp	684	AFPM	1.50
Darkened Bares	SC	C	***	John Knible	64	LG	.50
Black Riders	SC	U	***	Arnon Aronhask	63	LG	5.50
Blue Anders	SC	R	***	Arnon Aronhask	61	AFPM	2.50
Boj	HS	C	***	Jasper Myhras	6	AFPM	.50
Force of Nature	SC	R	****	Douglas Shuler	68663	AFPM	8.50
Forgooses	SC	R	****	David Galen	63	AFPM	4.00
Gen's Rage	SC	R	****	Damon Wilch	6863	AFPM	5.50
Great Growth	HS	C	****	Sando Esanghyan	6	AFPM	.50
Great Uplift	SC	C	****	Sando Esanghyan	63	AFPM	.50
Grubby Bean	SOR	C	***	Jeff A. Morgan	61	AFPM	.50
Haruicane	SC	U	****	Damon Wilch	64	AFPM	1.00
Heal Energy	EC	U	****	Damon Wilch	6	AFPM	1.00
Inward Treadle	SC	C	***	Jasper Myhras	64	AFPM	.50
Killer Bone	SC	U	****	Phil Foglio	681	LG	10.00
Lord Leeches	SC	C	***	Quentin Hoover	661	OK	.50
Long Uddis	SC	U	****	Sando Esanghyan	62	AFPM	1.00
Lullabies	HS	R	****	David Galen	66	AFPM	3.00
Living Artifact	GA	R	***	Amy Weber	6	AFPM	2.50
Living Lungs	IN	R	***	Arnon Aronhask	6	AFPM	2.00
Unsummon Eyes	SC	C	****	Arnon Aronhask	6	AFPM	.50
Urn	EC	U	****	Arnon Aronhask	681	AFPM	1.00
Wax & Viper	SC	C	***	Ron Spencer	63	OK	.50
Wax's Leg	SC	C	***	Christopher Kahl	6	AFPM	.50
Witch's Spirit	SC	C	***	Quentin Hoover	62	LG	.50
Wolfe's Spirit	SC	U	****	Christopher Kahl	63	LG	3.50
Wraith	SOR	R	***	Mark Poole	6863	LG	4.50
Wreathen	EC	C	****	Quentin Hoover	61	AFPM	.50
Wrinkle	HS	C	***	Rene Scordy	6	AFPM	.50
Witch's Spirit	SC	C	***	Andy Weber	6	AFPM	.50
Witch's Spirit	SC	C	****	Arnon Aronhask	6	AFPM	.50
Stream of Mice	SOR	C	****	Mark Poole	68	AFPM	.50
Sylvan Library	IN	R	***	Harold Wilford	61	LG	5.00
Walker Booklet	SC	U	****	Don Francis	683	AFPM	2.00
Wishes	SC	R	***	Arnon Aronhask	6	AFPM	2.00
Witch's Song	IN	R	***	Ron Spencer	63	AG	2.50
Witch's Song	SOR	C	****	Douglas Shuler	62	AFPM	.50
Witch's Song	SOR	U	***	Richard Thomas	63	AFPM	1.00
Witch's Song	SC	U	***	Hi Wi Thomas	62	LG	3.00
Witch's Song	EC	C	***	Tam Waisand	681	OK	.50
Witch's Song	SC	U	***	Hi Wi Thomas	681	AFPM	4.00
Witch's Song	SC	U	****	Arnon Aronhask	62	AFPM	1.00
Witch's Song	SC	C	***	Richard Thomas	62	AFPM	.50
Witch's Song	SC	C	***	Christopher Kahl	6	AFPM	.50
Witch's Song	SC	C	****	Jeff A. Morgan	63	AFPM	1.00
Witch's Song	SC	C	****	Rob Alexander	62	AFPM	2.00
Witch's Song	SC	C	****	Susan Van Camp	66	LG	5.50
Witch's Song	SC	C	***	Mark Poole	6	AFPM	.50
Witch's Song	SOR	U	****	Rip Foglio	64	LG	4.50

Name/Description	Raid	Apply	Energy	Arise	Cost	Usage	Price
HELD							
Al-Jaha	SC	U	***	John Rosh	R	AR	1.50
Ball Lightning	SC	R	****	Quinn Harrow	WR	OC	8.00
Ball Lightning	SC	C	***	Judd A. Morgan	RR	AR	50
Blood Lust	HS	C	****	Jason Madlocks	R	LE	50
Broodles of Fire	SC	C	**	Mark Padak	RR	OC	50
Butte, like	EC	C	**	Mark Padak	R	LE	50
Barrowwing	EC	C	***	Mark Padak	R	ALPHA	1.00
Cave People	SC	R	***	Erin Tullis	RR	OC	2.00
Cowdow	NR	U	***	Domonik Wilch	R	ALPHA	2.00
Cannon Mercenary	SC	R	***	Domonik Wilch	RR	LE	5.00
Delatone	SDR	U	**	Reedy Applied Faith	RR	OC	2.00
Deering via	SDR	C	****	Jason Madlocks	RR	ALPHA	50
Dragon Vile	SC	U	***	Amy White	RR	ALPHA	2.00
Dragon Warriors	SC	C	****	Douglas Stiles	RR	ALPHA	50
Faith Elemental	SC	U	***	Don Franco	RR	ALPHA	1.50
Geothquake	SDR	R	***	Don Franco	RR	ALPHA	3.50
Gravel Vias	TC	C	***	Jason Madlocks	R	LE	50
Ice Elemental	SC	U	***	Melissa James	RR	ALPHA	1.50
Ice Bomb	SDR	C	****	Mark Tulin	RR	ALPHA	50
Ice Bombing	EC	C	****	Don Franco	R	ALPHA	50
Ice Storm	HS	C	****	Douglas Stiles	RR	OC	50
Ice Storm	SDR	U	****	Domonik Wilch	RR	ALPHA	1.00
Ice Storm	EC	C	****	Jason Madlocks	RR	LE	50
Golden Bellows Bagado	SC	U	***	Judd Row	R	ALPHA	1.00
Golden Key	SC	R	****	Jason Madlocks	RR	ALPHA	5.50
Golden Rock Shield	SC	C	**	Erin Tullis	RR	OC	50
Grey Ogre	SC	C	**	Don Franco	RR	ALPHA	50
HM Stone	SC	C	**	Don Franco	RR	ALPHA	50
Ice Ice Elemental	SC	C	**	Jason Madlocks	RR	ALPHA	50
Ice Elemental	SC	R	***	Erin Tullis	R	AR	2.00
Ironclad	EC	C	****	Scott Stedman	R	LE	50
Ironstone	HS	R	****	Reedy Applied Faith	RR	OC	3.50
Ironstone	SC	C	**	Jason Madlocks	R	ALPHA	50
Ironstone	SC	R	***	Key Goodrich	RR	ALPHA	2.00
Lightning Bolt	HS	C	****	Christopher Bell	R	ALPHA	50
Magnetic Avalanche	NR	R	***	Seven Ven. Corp	RR	AR	3.00
Moat Deck	SDR	R	**	Mark Tulin	R	OC	3.00
Moat Here	NR	R	***	Christopher Bell	RR	ALPHA	4.00
Monolith	NR	R	***	Christopher Bell	RR	ALPHA	3.00
Moat's Galley Raiders	SC	C	**	Judd A. Morgan	R	ALPHA	50
Moat's Galley	SC	U	***	Jason Madlocks	RR	ALPHA	1.00
Moat's Galley	NR	U	***	Don Franco	RR	ALPHA	2.00
Power Surge	NR	R	****	Douglas Stiles	RR	ALPHA	2.50
Pyroclastic	SDR	U	****	Jason Madlocks	RR	LE	1.50
Red Elemental Blast	NR	C	****	Richard Thomas	R	ALPHA	50
Shelter	HS	C	****	Amy White	RR	ALPHA	50
Shelter	SC	R	****	Adriano Rossini	RR	AR	14.00
Shelter of the Storm	SC	C	***	Jason Whyles	RR	AR	50
Shelter	NR	R	***	Jason Whyles	RR	AR	3.00
Stone Giant	SC	R	***	Thomas Wilch	RR	ALPHA	1.00
Stone King	SDR	C	***	Daniel Golen	RR	ALPHA	50
Stone King	SC	R	**	W. N. Thomas	RR	OC	4.50
Tempest	SDR	U	***	Don Franco	R	ALPHA	50
Tempest	NR	U	****	Douglas Stiles	RR	ALPHA	1.50
Wall of Fire	SC	U	***	Richard Thomas	RR	OC	2.50
Wall of Fire	SC	U	***	Richard Thomas	RR	ALPHA	1.00
Wall of Stone	SC	U	***	Don Franco	RR	ALPHA	1.00
Wall of Stone	SDR	R	***	John Hampton	R	OC	4.00

Name/Description	Raid	Apply	Energy	Arise	Cost	Usage	Price
COMING							
Alchemist Potion	HS	C	****	Harold Harbail	WR	OC	50
Amor's Whisk	SC	U	**	Quinn Harrow	WR	OC	50
Angry Mob	SC	U	****	Don Franco	WR	OC	2.50
Armed Wall	EC	R	**	Don Franco	R	ALPHA	2.50
Armageddon	SDR	R	****	Jason Whyles	WR	ALPHA	4.00
Banish	SDR	R	****	Mark Padak	WR	ALPHA	4.00
Banish Hero	SC	C	****	Douglas Stiles	WR	ALPHA	50
Black Wind	EC	U	****	Don Franco	WR	ALPHA	50
Bleeding	EC	R	****	Judd Row	WR	ALPHA	4.00
Blue Ward	EC	U	***	Don Franco	WR	ALPHA	50
Brainwash	EC	C	**	Pete Vranos	WR	OC	50
Castle	NR	U	***	Domonik Wilch	WR	ALPHA	1.50
Grid of Phantoms (Arise)	NR	U	****	Pete Vranos	WR	OC	2.50
Grid of Phantoms (Bolt)	NR	C	****	Jason Whyles	WR	ALPHA	50
Grid of Phantoms (Blue)	NR	C	****	Domonik Wilch	WR	ALPHA	50
Grid of Phantoms (Green)	NR	C	****	Scott Stedman	WR	ALPHA	50
Grid of Phantoms (Red)	NR	C	****	Mark Tulin	WR	ALPHA	50
Grid of Phantoms (White)	NR	C	****	Douglas Stiles	WR	ALPHA	50
Grasslands	NR	U	****	Jason Whyles	WR	ALPHA	1.50
Grassland	NR	R	****	Mark Padak	WR	ALPHA	4.50
Dark Wood	HS	C	****	Mark Padak	WR	ALPHA	50

Name/Description	Raid	Apply	Energy	Arise	Cost	Usage	Price
Divine Transformation	EC	U	****	W. N. Thomas	WR	OC	5.00
Divine	HS	C	****	Jason Whyles	WR	ALPHA	50
Divine	SC	R	****	Quinn Harrow	WR	OC	7.00
Eye for an Eye	HS	R	****	Mark Padak	WR	AR	4.00
Eye for an Eye	NR	C	***	Randy Knight/Frank	WR	OC	50
Green Ward	EC	U	**	Don Franco	WR	ALPHA	50
Knocking Schem	HS	C	***	Don Franco	WR	ALPHA	50



Island Sanctuary only allows you to be attacked by creatures that have island-walk or flying, but for that to work you can't draw a card as normal. No problem! The Library of Alexandria will still get you that much-needed card every turn. Throw in other card getters like Jordan's Ring and Jayzardine's Tower to make your killer combos.

Holy Avenger	EC	C	***	Walter Brown	WR	ALPHA	50
Holy Sanctuary	EC	C	***	Jason Madlocks	WR	ALPHA	50
Island Sanctuary	NR	R	**	Mark Padak	WR	ALPHA	3.00
Karnia	NR	U	****	Richard Thomas	WR	ALPHA	1.00
Karnia	NR	U	****	Don Franco	WR	OC	5.00
Land Lord	NR	R	***	Brian Goodly	WR	LE	4.50
Mass Progress	SC	C	****	Walter Brown	WR	ALPHA	50
Mermaid	HS	C	**	Mark Padak	WR	OC	50
Mermaid's Palace	SC	R	***	Douglas Stiles	WR	ALPHA	5.50
Old Values	SC	U	**	Don Franco	WR	LE	50
Powerful Unicorn	SC	C	**	Compton Buhl	WR	ALPHA	50
Personal Innovation	SC	R	***	Ray Goodrich	WR	ALPHA	5.00
Pity	SC	C	***	Mark Padak	WR	OC	50
Pikeman	SC	C	***	Donon Decker	WR	OC	50
Pinnacle	NR	C	***	Scott Stedman	WR	ALPHA	2.00
Red Wind	EC	U	***	Don Franco	WR	ALPHA	50
Reverse Damage	HS	R	****	Domonik Wilch	WR	ALPHA	4.50
Rhynchoceros	HS	R	****	Douglas Stiles	WR	ALPHA	4.00
Seraphic Hoops	SC	C	***	Tom Altematt	WR	ALPHA	50
Sevenshot Iron	SC	R	***	Donon Decker	WR	ALPHA	3.50
Serker	EC	C	***	Mark Padak	WR	OC	50
Sea Angel	EC	R	****	Douglas Stiles	WR	ALPHA	4.50
Spirit Link	EC	C	****	Jason Whyles	WR	ALPHA	1.00
Spells in Phobos	SC	C	**	W. N. Thomas	WR	LE	2.50
Warrior	SDR	R	***	Mark Padak	WR	ALPHA	1.50
Wall of Swords	SC	R	****	Mark Tulin	WR	ALPHA	1.50
White Knight	SC	R	****	Donon Decker	WR	ALPHA	1.50
White Ward	EC	R	***	Don Franco	WR	ALPHA	50
Work of God	HS	R	****	Quinn Harrow	WR	ALPHA	4.50

Name/Description	Raid	Apply	Energy	Arise	Cost	Usage	Price
WANTED							
Forest	NR	C	---	Christopher Bell	WR	ALPHA	.05
Island	NR	C	---	Mark Padak	WR	ALPHA	.05
Modern's Factory	NR	R	***	Key R. Phil Eagle	WR	AR	7.00
Mountain	NR	C	---	Douglas Stiles	WR	ALPHA	.05
Oasis	NR	C	---	Brian Goodly	WR	AR	4.00
Drain	NR	C	---	Jason Whyles	WR	ALPHA	.05
Strip Mine	NR	R	---	Daniel Golen	WR	AR	7.00
Swamp	NR	C	---	Don Franco	WR	ALPHA	.05

ARABIAN NIGHTS

Receive Post: \$50.00
 Receive Box: \$3,000.00
 Full Set (17): \$600.00



*R/ Asterisk/Normal
 AC Asterisk/Combat
 W/E Asterisk/Warrior
 ET Asterisk/Elemental
 EC Asterisk/Elemental
 EE Asterisk/Elemental
 EL Asterisk/Elemental
 EN Asterisk/Elemental
 EW Asterisk/Elemental
 NS Asterisk/Normal
 NT Asterisk/Normal
 LW Asterisk/Normal
 SC Asterisk/Normal
 SDR Asterisk/Normal

Name/Description	Mana	Cost	Effect	Card	Price
ARTIFACTS					
Aviner's Lamp X, T: Instead of your draw, draw 7 cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.	ART	U	***	Mark Tucker	90 5.00
Bladder's Bag R, T: Go 4 damage to one target.	ART	U	***	Don Frazier	8 7.00
Bottle of Salzman T: Also on cast. If opponent wins, do 5 damage to you and discard Bottle of Salzman. Otherwise, immediately replace Bottle of Salzman with a 2/2 token, which is a 5/5 flying artifact creature.	ART	R	***	Jaygo Shyles	4 6.50
Broca's Axe Play 1 during upkeep to destroy 1/3.	ART	R	***	Christopher Bush	1 1.50
Dry in a Hole! Remove all Aviner's Lamps from play, prevent new ones from being put into play.	ART	R	**	Ben Tucker	2 16.00
Drinking Sorcerer Play 1/3.	ART	R	***	Arac Arndtschke	4 6.50
Energy Stone T: Using one of your attacking creatures. Treat target as if it were attacked, except that damage is ignored as long as it may not block another creature.	ART	R	**	Dan Frazier	3 4.50
Flying Carpet T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.	ART	R	**	Mark Tucker	4 7.00
Javelin's Edge T: Discard a card you put down, and draw another to replace it.	ART	R	**	Don Frazier	6 7.00
Javelin's Saddlebags T: Destroy a creature.	ART	R	***	Dan Frazier	2 7.00
Javelin's Hat T: Exchange hat for your cards, then draw a new one.	ART	R	**	Amy Weber	1 8.50
Pyramids T: Prevent a land from being destroyed. T: Remove an enchantment from a land.	ART	R	***	Amy Weber	6 20.00
Ring of the Wolf S: Sacrifice Ring of the Wolf to select a card from outside the game without it drawing. One Focus.	ART	R	***	Dan Frazier	5 26.50
Swords of Adabell T: Give Adabell to a creature until end of turn. If target creature is destroyed before end of turn, so is Swords of Adabell.	ART	R	**	Dan Frazier	1 8.50



Next to blue's *Enchantment*, the all-Colosses is the biggest bad boy in Magic. The only problem is that it takes nine (count 'em, nine!) mana to cast. Easy way around that: check an *Artifact Energy* on him, which allows him to untap on extra time per turn for free!

Name/Description	Mana	Cost	Effect	Card	Price
BLACK					
Conquering Wizard T: Each player does 1 damage to any target. 1/3.	SC	C	***	Joe Foglio	88 3.50
El Hage T: Gain 1 life to every player of damage R Hage inflicts. 1/3.	SC	R	***	Danar Wilch	881 9.00
Eye Trick Last 2 life is out of turn if Eye Trick's don't check, except as long as they're sacrificed. 2/3.	SC	R	***	Danar Wilch	81 1.00
Overhaul Blast If untopped, prevents the stacking, destruction, or sacramento of your counteractive artifacts. 2/1.	SC	R	***	Don Frazier	88 7.00
Reveal Oppose Play 2 when Reveal Oppose enters to lose 2 life. 2/2.	SC	R	***	Christopher Bush	881 6.50
Seven Eyes Play 1 during upkeep or when First is destroyed. 3/3.	SC	R	***	Mark Tucker	887 50.00
Michael Elhad Lose 1 life during upkeep. 5/5.	SC	R	***	Danar Wilch	82 27.50
Public Lose a +1/+1 token of end of turn for each creature that was destroyed that turn. 1/1.	SC	C	***	Danar Wilch	881 5.50
Servers Over This target creature out of play.	SC	R	***	Rap Foglio	881 11.00
Servers Over T: Affects creature cost. 3/2 until end of turn. Special characteristics not enhancements as cost two are not affected. 1/1.	SC	R	***	Rap Foglio	881 11.00

Name/Description	Mana	Cost	Effect	Card	Price
State-Tearing Devils First strike. 1/1.	SC	C	***	Ken Meyer Jr.	8 4.50
BLUE					
Devote Cannot attack if opponent has no lands.	SC	C	*	Dan Tucker	81 3.00
Fielder III T: Control another of your own lands.	SC	C	***	Arac Arndtschke	81 2.50
Flying Man Flying 1/1.	SC	C	***	Christopher Bush	1 3.50
Ghost Vampire +1/+3 until untapped. 1/1.	SC	C	**	Rap Foglio	881 1.00
Head Fish Assassin Play 1/3 during upkeep to untap. Cannot attack unless opponent has no lands in play. Destroyed immediately if creature has no lands in play. 4/3.	SC	R	**	Arac Arndtschke	81 4.50
Merchant Ship T: Draw 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no lands. Destroyed if you have no lands. 4/2.	SC	R	**	Tom Whelan	U 8.00
Old Man of the Sea T: Control another of your own lands as equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man leaves untapped in if its power becomes greater than the Old Man's. 3/3.	SC	R	***	Sean Van Camp	881 22.00
Servable Opus Flying. Destroy a land during upkeep. Take 2 damage if the destroyed land is an island. 5/1.	SC	R	**	Arac Arndtschke	82 14.00
Servable Opus Flying. Does 1 damage to you during upkeep. 3/1.	SC	R	**	Arac Arndtschke	82 12.00
Shield T: Draw a new card you may only keep if it's a land. 1/1.	SC	R	**	John Bush	81 6.00
Unblockable T: Untap another game +3/4. Put 1/1 creature on cast during upkeep. These creatures cannot until creature dies in game ends, even if Unblockable is removed.	SC	R	**	Joe Foglio	U 1.00

Name/Description	Mana	Cost	Effect	Card	Price
GREEN					
Upland Add 1 token per upkeep. Pay 6 for each token to do 1 damage to all players and creatures. Destroy token. 1 G is not paid for each token.	SC	R	**	Mark Tucker	GE2 8.50
Beast Tamer Destroy any one card in play.	SC	R	***	Sean Van Camp	GE4 3.00
Drop of Honey Destroy latest powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.	SC	R	***	Arac Arndtschke	G 22.50
Edman Opus Give 10 tokens to an opponent's creature and next upkeep. 4/5.	SC	R	***	Ken Meyer Jr.	GE3 22.50
Green Opus During controller's upkeep. Green Opus switches to the control of the player with the most life. 2/2.	SC	R	***	Joe Foglio	GE2 20.50
Unblockable Flying. 6 damage to all players and flying creatures. This ability may be used by any player. 4/5.	SC	R	***	Joe Foglio	GE2 20.50
White Opus Sacrifice creature for casting cost + 1 cost of any rule, which can only be used for summoning.	SC	C	*	Christopher Bush	G 2.50
Wolf's Ang If Wolf's Ang hits opponent, it does 1 point of damage during opponent's next upkeep unless it is paid. 1/1.	SC	C	***	Christopher Bush	G 1.00
Swordsmen Do 1 damage to all attacking creatures.	SC	C	**	Ben Swaddy	G 1.00
Swing Line T: Reduce attacking creature's power to 0 until end of turn. 0/3.	SC	R	***	Bob Alexander	GE1 28.50
Wyck Wall T: Give a creature +1/+1 until end of turn. 1/1.	SC	C	***	Sean Van Camp	GE1 5.00

Name/Description	Mana	Cost	Effect	Card	Price
RED					
Abolish R:1. Shred artifact. 1/1.	SC	R	***	John Bush	882 14.00
Abolish R:1. Top a small. 1/1.	SC	R	***	John Bush	8 6.00
Alf from Gales You cannot be reduced below 1 life due to damage while Alf is in play. 4/2.	SC	R	***	Mark Photo	882 58.00
Red Magma Flying 1/2.	SC	C	**	Jeff A. Ranges	82 1.00
Desert Storm Destroy. Increase to damage from Deserts. 2/2.	SC	C	**	Christopher Bush	82 3.00
Hero's Jacket T: Prevent creature from regenerating this size. 1/1.	SC	C	**	Ben Tucker	8 2.50
Red Age Add Age game +1/+3 while controller has lands in play. 1/1.	SC	C	**	Ken Meyer Jr.	8 3.50
Magnetic Blockade Play 2 when Magnetic Blockade enters to lose 2 life. 2/2.	SC	R	***	Sean Van Camp	881 5.00
Mighty Blast Play 1 during upkeep or when First is destroyed. 3/3.	SC	R	***	Mark Photo	882 58.00
Red Opus Flying. 6 damage to all players and flying creatures. This ability may be used by any player. 4/5.	SC	R	***	Joe Foglio	GE2 20.50
Red Opus Flying. Does 1 damage to you during upkeep. 3/1.	SC	R	**	Arac Arndtschke	82 12.00
Waves Effect Play 1 when defending if opponent wins life, opponent may choose whether to use Waves Effect. 1/1.	SC	R	**	Ben Tucker	888 11.00

Name/Description	Kind	Rarity	Setting	Artist	Cost	Price
COULD BE						
Ally to Me	SC	R	****	Ben Meyer & M	14	50
If Ally to Me is destroyed or control of creature Marked as Blocking Ally are destroyed and cannot regenerate, 0/1						
Army of Allah	HS	C	***	Brian Schooley	WVI	4 50
+2/-8 to all attacking creatures until end of turn						
Canal	SC	C	**	Seiken Inagaki	W	2 50
Bonds Canal gives immunity to heart damage to all those loaded with 1/1						
Eyes for an Eye	HS	R	***	Mark Poole	NW	9 00
As much damage to controller of a creature, spell, or effect as total creature, spell, or effect does to you						
Mad	EN	R	****	Brian Schooley	NWR	30 00
+2/-1 to white creatures while color order of opponent's is in play. Discard hand if no cards of that color are in play						
King's Justice	SC	R	***	Mark Poole	W1	14 00
T: Destroy an Effect or Spell 1/1						
March Cavalry	SC	C	***	Gaetano Miceli	NW2	5 00
Tempto 3/3						
Pity	HS	C	**	Mark Poole	NW2	8 00
+0/+3 to all defending creatures until end of turn						
Repeated Blotwash	SC	R	***	Owen Tucker	W1	11 00
Prevention has cost 1/2						
Shattered	SC	R	*	Ron Fogle	NW	15 00
Player must discard gems in play and play a gem of that same kind before of his points in the original game.						
Was Backed	SC	C	****	Arden Bishop	W3	5 50
Bonds, Sample 2/2						

LANDS

Beacon of Enlightenment	LM	R	**	Jill A. Morgan	13	00
T: Draw 2 cards from your library, immediately discard 2 cards from your hand						
City of Brass	LM	R	****	Mark Poole	27	50
T: Add 1 mana of any color. Takes 1 damage when City of Brass is tapped						
Desert	LM	C	**	Jason Elmer	5	00
T: Add 1 T to 1 damage to any attacking creature other than dragons						
Diamond Valley	LM	R	***	Brian Schooley	40	00
T: Sacrifice a creature to gain life equal to its toughness						
Enchanted Ground	LM	R	**	Rob Alexander	24	50
T: Add 1 T. Regenerate an Effect or Mana cost						
Island of Mist	LM	R	****	Douglas Shinn	24	00
T: Reduce the power of any flying creature to 0 until end of turn						
Library of Alexandria	LM	R	****	Mark Poole	30	00
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand						
Orchard	LM	R	***	Brian Schooley	4	00
T: Regain 1 damage to any creature						

ANTIQUITIES

Beacon Peak	\$15.00
Beacon Isle	\$150.00
Full Set (85)	\$275.00



Name/Description	Kind	Rarity	Setting	Artist	Cost	Price
Amulet of Many	ART	C	**	Nagano's Experiment 2	9	00
S.T. Prevent 1 damage to any target						
Amulet of Many	ART	R	**	Amy Richter	6	50
Add counters during upkeep. At the end of your upkeep, do 1 damage for each counter on Dark. Remove any spent 4 during any upkeep to remove a counter.						
Amulet of Many	ART	U	*	Arden Alexander	3	40
D: Sacrifice one of your creatures in play to add 2 to your mana pool. (play as an interrupt)						
Amulet of Many	ART	U	**	Mark Poole	2	00
T: Make one of your creatures +2/+2 for as long as Amulet of Many is in play. You may choose to leave Amulet of Many tapped.						
Amulet of Many	ART	U	***	Mark Poole	1	50
Make larger size control creature an artifact creature with +1/+1 (it retains its original color as well). Board Amulet of Many's effects if it has been used.						
Amulet of Many	ART	C	**	Jill A. Morgan	2	50
Bonds when attacking. Destroying him always any blocking it, but with that from damage before being 1/1						
Amulet of Many	ART	R	**	Tom Whamstead	6	00
T: Target an opponent's card in play, remove target and Block. Tablet has gone wild. (play as an interrupt). You now use target card, and your opponent now uses Block. (block) Exchange a permanent. Opponent may counter Block Tablet by sacrificing 10 life. Remove Tablet enters play tapped.						
Amulet of Many	ART	R	****	Douglas Shinn	1	25
E: Drop 1 separate lands						
Amulet of Many	ART	C	**	Jason Elmer	4	00
T: Regenerate 3/1						
Amulet of Many	ART	C	**	Randy Aylward/Fath	5	00
Flying. Full size +1/+4 creature as Darkheart. When Whenever Amulet enters or blocks, discard a source. Being hit by an artifact, controller may purchase last creature for 1 per counter, until top source 0/4.						

H/A	Excluded/Normal	BT	Artifact	CC	Enchant Creature	E	Enchant land
AC	Artifact Creature	GA	Enchant Artifact	EE	Enchant Equipment	EV	Enchant land

Name/Description	Kind	Rarity	Setting	Artist	Cost	Price
Amulet of Many	ART	R	****	Jason Elmer	9	10
Covers 5/5. Effects does not wrap around a year using play, you may spend 2 in your upkeep to wrap. Covers 5/5						
Amulet of Many	ART	R	**	Jay White	3	50
3 (See larger text) +2/+2 until end of turn. Whenever you use the ability, randomly discard a card from your hand. (and have cannot be used unless you have cards in hand)						
Amulet of Many	ART	R	**	Richard Daines	4	00
Opponent must discard 4 cards during discard phase						
Amulet of Many	ART	C	**	Arden Alexander	3	00
2 - 1/+0 until end of turn 1/3						



Normally, you use Jockopose, a spell that swaps your highest-costing cost creature and artifact with an opponent's, to trade your juicy Golden Bellows Brigade for your opponent's Serra. Not this time, though. **Cost Jockopose** and give your opponent your lord of the pit—then watch him sit down to dinner, with your reserves picking up the tab. Just make sure you have a good defense, or things might get ugly.

Amulet of Many	ART	U	****	Mark Poole	1	00
D: Sacrifice you yourself into your library. Remove Artifact's cost from your mana if it is used, allowing it to be cast after the game is over						
Amulet of Many	ART	R	*	Kevin Kanam	4	00
D: Discard all artifacts and cards, including Golden Bellows Brigade, from play						
Amulet of Many	ART	C	C	Don Francis	4	00
T: Do 1 damage to a target flying creature 2/2						
Amulet of Many	ART	U	****	Arden Alexander	1	00
Take 1 life to each cost you have in hand during upkeep						
Amulet of Many	ART	R	**	Tom Whamstead	5	00
D: Draw a card from your library and discard a card of your choosing to pay yourself						
Amulet of Many	ART	U	**	Tom Whamstead	4	00
All attacking creatures gain +1/+3						
Amulet of Many	ART	U	**	Ron Fogle	3	00
T: Take the top 2 cards from target player's library and place them in target player's graveyard						
Amulet of Many	ART	R	*	Tom Whamstead	7	00
Bonds. Draw 1 and from your hand during upkeep or William's War Machine top to do 3 damage to you 5/5						
Amulet of Many	ART	R	**	Tom Whamstead	7	00
D: Take any of your permanents in play back to your hand, discarding enchantments on each card						
Amulet of Many	ART	R	**	Arden Alexander	2	00
If Dealer is placed in graveyard, its controller takes 2 life 2/2						
Amulet of Many	ART	C	**	Jay White	0	00
Flying 0/2						
Amulet of Many	ART	C	**	Ron Fogle	6	00
When cast, choose whether to make Necro City a 1/6 and 3/3 ground creature, or 2/2 flying creature						
Amulet of Many	ART	R	**	Richard Daines	1	50
On 1 damage to each and until three opponent has in hand during upkeep						
Amulet of Many	ART	R	**	Richard Daines	6	50
D: Prevent 1 damage to any target. Sacrifice creature to owner's hand when used.						
Amulet of Many	ART	R	**	Tom Whamstead	4	00
T: Do 1 damage to any target. If it is used, Robert Lonsdale is destroyed or end of turn. Robert Lonsdale may not be used until it enters in hand in play on your side						
Amulet of Many	ART	R	**	Don Francis	6	00
+1/+1 from 0 to 6. "Omen" when Sleepthief is cast and during your upkeep						
Amulet of Many	ART	C	*	Mark Poole	4	00
S: Add target creature 2/0 until end of turn. Creature with power less than 1 died no damage						
Amulet of Many	ART	C	**	Richard Daines	4	50
When Se-Oh goes to the graveyard, its controller gets 4 colorless mana 0/4						
Amulet of Many	ART	C	**	Richard Daines	1	50
T: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard						
Amulet of Many	ART	R	****	Richard Daines	4	00
S.T. Adds a creature out of play. Target a creature out of play to as long as Coffin remains tapped. If Coffin is untapped or removed, creature enters in play tapped. The only creature not to know Coffin tapped						

EN	Enchant World	NT	Interrupt	SC	Summon Creature
BS	Instant	UN	Lord	SR	Summon

Name/Description	Cost	Early	Rating	Artist	Cost	Price
Tanner's Hand 2. Add a target creature with power no greater than 2 additional cost by artifact creature and end of turn. Tanner's power may be stacked after. Always a choice.	ART	U	**	Douglas Shuler	4	3.00
Tanner's Whoppy 2. Target creature gets +1/+1 as long as Tanner's Whoppy remains tapped. You may choose not to untap Tanner's Whoppy during untap phase.	ART	R	***	Ben Fausch	2	3.00
Tetrasion Flying. Two letters from +1/+1 counters what cost to your upkeep you may move one of these counters as an ability. Counters that do off of Tetrasion become independent 1/1. Being an artifact creature that, when killed, die instead from play. The creature may not be targeted by enchantments cast or placed on enchantments on a creature. 1/1.	AC	R	***	Matt Tuba	6	11.00
Trochodon Eye looker three +1/+1 counters when cast. Skilled + -1/-1 counter to do 1 damage to any target 1/1.	AC	R	***	Joseph Shales	6	10.00
Woe's Avenger 0. Avenger loses -1/1 and you may give it other flying, landing, first strike, a trample until end of turn. Attributes lose end during game on cumulative 4/1.	AC	R	**	Any Wides	6	10.50



■ **The Seizer** is a creature that allows you to steal your opponent's creature. Life Orb allows you to sacrifice a creature you control for the points equal to its toughness. So rub on many creatures as you can get your hands on, and send 'em scurrying to the grave. Just be sure to say thank you when you're done.

Urr's Golem 1. Take 1 life as your artifact cost. Can only give 1 life for each time an artifact is cast.	ART	C	**	Jeff A. Jones	1	5.00
Urr's 3. Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urr's Aura may not be used when you destroy an artifact to gain benefits from another card.	ART	R	**	Jeff A. Jones	3	8.00
Wall of Spines First strike, counts as a wall 2/1.	AC	U	**	Scott Swinghamer	2	1.00
Wendron All attacking creatures lose 3/0. Those creatures with power less than 1 deal no damage.	ART	R	**	Justin Hampton	4	3.00
Yolan Solids Yolan Solids does not tap when blocking 1/1.	AC	C	***	Christopher Bush	2	1.00

BLACK						
Almid Possession De 7 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect unless cast on a creature artifact.	EA	C	**	Christopher Bush	2	1.00
Gate to Phrynos Sacrifices one of your creatures during your upkeep to destroy any artifact.	EA	R	***	Scott Swinghamer	3	3.00
Knocking Wind Do 1 damage to artifact's controller each time an artifact is played as its activation cost is paid.	EA	U	**	Jeff A. Jones	2	3.50
Nyxodon Grizzlies Tap on artifact. As long as Grizzlies' ability is tapped, that artifact does not untap normally during its controller's upkeep phase. You may choose not to stop Grizzlies. 1/1.	SC	C	**	Any Wides	2	2.00
Pract of Yungrook Tap on artifact and add to your mana pool enough black mana to equal its casting cost 1/2.	SC	C	**	Matt Tuba	2	1.00
Rein Poltergeist 1. Rein target permanent artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. Use effect bits when you want values. 1/1.	SC	U	***	Ben Fausch	2	3.00
Yungrook's Wings Flying, first strike. During your upkeep, sacrifice one of your artifacts in play as Yungrook's Wings taps to do 2 damage to you. 4/6.	SC	R	**	Scott Swinghamer	2	16.00

BLUE						
Blue's Bestiaries Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.	SOR	C	**	Any Wides	1	1.50
Smoggy Flux Each artifact requires 2 blue upkeep or is must be discarded.	SM	U	***	Step Foylo	10	3.00
Holly's Bonfire Return all artifacts in play owned by target player to owner's hand, enchantments on those artifacts are discarded.	HS	R	**	Walt Thomas	5	7.00
Power Artifact Before the activation cost of a target artifact by 2. Activation cost becomes 1. If Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.	UA	U	**	Douglas Shuler	10	4.00

Reconstruction Bring an artifact from your graveyard into your hand.	SOR	C	***	Arnan Medlocks	1	1.50
Sage of Hal Mar 1. Draw a card from your library. Each time you do this, place one of your artifacts in play as its graveyard.	SC	C	**	Pete Ventres	10	1.00
Transmute Artifact 1. Create an artifact from your library and immediately place it in play. Also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference as Transmute Artifact deal's 1 casual and end of turn on discarded. Shuffle your library after playing Transmute Artifact.	SOR	R	***	Arnan Medlocks	10	4.00

GREEN						
Agriplan Poles Count to 10 and by artifact creature's damage. Damage that Agriplan Poles take from artifact creature is reduced to 0. 2/1.	SC	C	**	Any Wides	6	1.50
Agriplan Trunk Any damage Agriplan Trunk take from an artifact source is reduced to 0. 2/5.	SC	C	***	Jeff A. Jones	6	4.00
Amble Any target artifact that's controller goes 10 points equaling target artifact's casting cost.	BS	C	**	Joseph Shyles	2	1.00
Best's Avenger Number of artifacts opponent has in play. *1/1*+1.	SC	C	**	Any Wides	9	15.50
Phewleech Take 1 life each time an opponent's artifact becomes tapped, as each time the activation cost of an opponent's artifact is cast. Phewleech is not triggered by continuous artifacts.	EA	U	**	Christopher Bush	2	4.00
Think's Song Every non-creature artifact in play loses its cost abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Think's Song lose play, artifacts revert to normal play before the next turn's setup phase.	EA	U	**	Kevin Kromas	2	5.00

RED						
Artifact Hour Counters say artifact as it is being cast.	RT	C	*	Mark Pado	2	1.00
Atop 0. +2/+2, artifact one of your artifacts in play 1/2.	SC	C	**	Joseph Myrles	2	1.50
Betrans Target on artifact: X is the casting cost of the target artifact. Betrans always target artifact. Doing X points of damage to artifact's controller. Artifact creatures destroyed by Betrans may not be regenerated.	SOR	R	**	Bobby Joseph/John	2	2.50
Deceive 1. Doing upkeep, add 0 +1/+1 counters to any creature. Sacrifice on artifact each turn you cast an ability 1/1.	SC	U	***	Mark Pado	2	2.00
Golden Axioms 1. Deat, top token Axioms is you cast on artifact, and fly as one. If opponent has fly, you artifact is countered. Otherwise, draw another card from your library. You may use the ability only once for each time you cast an artifact 1/1.	SC	U	**	John Birch	2	3.50
Grub Refurbish Tap on artifact: X is the casting cost of any target. Each time you use the ability, place one of your artifacts in play as the graveyard 1/1.	SC	C	***	Pete Ventres	2	2.00
Slashes Bury all artifacts in play. Artifact creatures may not be regenerated.	SOR	R	***	Mark Pado	2	2.50

NEUTRAL						
Agriplan Archeologist 2. T. Slag on artifact last you graveyard in your hand 1/1.	SC	R	****	Any Wides	WW	21.00
Agriplan Blacksmith 1. Hogs 2 damage to target artifact creature 2/2.	SC	C	**	Krista Kromas	WW	1.00
Artifact Ward Target creature may not be blocked by artifact creature. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.	EA	C	**	Douglas Shuler	2	1.00
Gate of Protection/Artifacts 2. Prevent all damage against you from an artifact source.	EA	U	**	Pete Ventres	2	3.00
Knocking Wind No one may untap more than one artifact in each of his or her own upkeep phases.	EA	U	**	Justin Hampton	2	3.00
Martyr of Kailis Damage done to you by artifacts is reduced: double to damage of Kailis unless. Martyr of Kailis is tapped. Only one Redguard of your choice may target Kailis. You may pay 1 life 1/6.	SC	U	**	Magnum Agriplan	WW	5.00
Reverse Polarity All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. First subsequent damage die has priority.	BS	C	**	Justin Hampton	NW	1.50

PINK						
Mickal's Hefty 1. Add 1 to your mana pool or give any Assembly Works +1/+1 and end of turn 1. Mickal's Hefty becomes Assembly Works, a 2/2 artifact creature, with cost of turn. Still considered a land as well. Spung, tap, and water prisms.	UA	U	****	Step & Phil Foylo	7	0.00
Mickal's Hefty 1. Add 1 to your mana pool or give any Assembly Works +1/+1 and end of turn 1. Mickal's Hefty becomes Assembly Works, a 2/2 artifact creature, with cost of turn. Still considered a land as well. Spung prisms.	UA	U	****	Step & Phil Foylo	8	0.00
Mickal's Knowledge 1. Add 1 to your mana pool. This mana may only be used to cast artifacts.	UA	R	****	Step Foylo	13	0.00
Step Blue 1. Add 1 to your mana pool or place Step Blue in your graveyard and destroy one land of your choice.	UA	U	****	David Golen	7	0.00
Step Blue 1. Add 1 to your mana pool or place Step Blue in your graveyard and destroy one land of your choice. Pitches with town as the step mana.	UA	U	****	David Golen	8	0.50

Indicates Price Increase

Indicates Price Decrease

Name/Description	Cost	Early	Rating	Artist	Cost	Price
Barr's Blaze	LM	C	***	Janet Abrahams	3	10.00
1. Add 1 to your race pool if you have Barr's Blaze, Barr's Tower and User's Power Plant in play at the same time, try to add 2 to your race pool.						
Blair's Power Plant	LM	C	***	Mark Indes	3	10.00
1. Add 1 to your race pool if you have Barr's Blaze, Barr's Tower and User's Power Plant in play at the same time, try to add 2 to your race pool.						
Blair's Tower	LM	C	***	Mark Poole	4	10.00
1. Add 1 to your race pool if you have Barr's Blaze, Barr's Tower and User's Power Plant in play at the same time, try to add 2 to your race pool.						

LEGENDS

Roadster Rank \$30.00
Roadster Set \$1,200.00
Full Set \$370.00



Name/Description	Cost	Early	Rating	Artist	Cost	Price
Albino's Carapace	MT	R	***	Gene Taglio	5	11.00
S. T. Prevent all damage done to you by attacking warhopping creatures.						
Albin's Tank	MT	R	***	Donald McNeil	4	12.50
2. T. Change the order of target permanent you control.						
Area of the Legends	MT	R	***	Tom Westendorp	3	10.00
Top 10 legends which are active. Legends do not enter normally during setup phase.						
Black Slave Battery	MT	U	***	Janet Abrahams	4	5.00
2. T. Add a counter to Black Slave Battery. T. Add R to your race pool. Remove as many counters as you wish, add R for each counter removed (play as an attempt).						
Blue Slave Battery	MT	U	***	Ivy Widex	4	5.00
2. T. Add a counter to Blue Slave Battery. T. Add B to your race pool. Remove as many counters as you wish, add B for each counter removed (play as an attempt).						
Bruce's Base	IC	R	***	Mark Poole	7	11.50
1. Apply. Reduces to 0 all damage to Bruce's Base by spells targeting it whenever you control an additional creature.						
Deathlight Amulet	MT	R	***	Melissa Beeson	5	12.00
Pay 2 during upkeep to destroy Deathlight Amulet. Prevent all damage over 2 done to you by a sorcery in combat.						
Genetics of Chaos	MT	R	***	Don Frazee	5	15.00
Sorcery. Genetics of Chaos to take control of a land, creature, or artifact. The target's former controller may control one of your permanents of the same type. Genetic of these permanents counts when the game ends. Destroy enchantments as linked permanents.						
Green Slave Battery	MT	U	***	Christopher Rich	4	5.00
2. T. Add a counter to Green Slave Battery. T. Add G to your race pool. Remove as many counters as you wish, add G for each counter removed (play as an attempt).						
Horn of Brumfiel	MT	R	***	Don Frazee	4	12.00
2. T. Target creature deals no damage to carded this turn.						
Knowledge Vault	MT	R	***	Ivy Widex	4	10.50
2. T. Place a card from your library into Knowledge Vault without looking at it. Sorcery. Vault to destroy your entire hand, replacing it with the cards under Knowledge Vault.						
Key Shield	MT	R	***	Richard Thomas	2	4.00
2. T. Give target creature you control +2/+2 until end of turn, when 2 is the target's casting cost and target can't be damaged this turn.						
Life Guard	MT	R	***	Anthony Waters	4	5.00
During your upkeep, sacrifice a creature you control to take 1 life equal to creature's toughness.						
Life Matrix	MT	R	***	Ivy Widex	4	12.50
3. T. Put a counter on target creature during upkeep. Remove counter to regenerate creature.						
Mega Mirror	MT	R	***	Mark Indes	6	12.50
If you 2 abilities cause the first existing set of instant, instant, or enchantment.						
Mobile Priest	MT	R	***	Melissa Beeson	5	4.00
All will still be black. Mobile Priest can't do so. Mobile Priest takes no damage or combat from white.						
Missive Database	MT	R	***	Pat Taglio	6	53.00
1. T. Sorcery. Missive Database during your upkeep to trade life points with opponent. The exchange of life may not be countered. Missive Database can't be tapped.						
North Star	MT	R	***	Gene Taglio	4	14.00
4. T. You may cast one spell this turn using mana of any color.						
Nova Potatoes	MT	R	***	Richard Thomas	4	15.00
3. T. Rebound of damage done to you by one source to target creature of opponent's choice.						
Phase Gate	MT	R	***	Melissa Beeson	6	12.00
If you 2 abilities cause less than casting a sorcery spell.						
Red Slave Battery	MT	U	***	Mark Indes	4	5.00
2. T. Add a counter to Red Slave Battery. T. Add R to your race pool. Remove as many counters as you wish, add R for each counter removed (play as an attempt).						
Red Weaver	MT	R	**	Donald McNeil	2	4.50
1. Tap target artifact.						
Ring of Inevitability	MT	R	**	Melissa Beeson	5	11.50
3. T. Counter attempt to enchantment targeting a permanent you control (play as an attempt).						
Sentinel	IC	R	**	Randy Spolton/Feltz	4	11.50
"I will watch! When blacking, you may make 1 equal 1 + the power of the creature Sentinel blocks. When attacking, you may make 1 equal 1 + the power of creature blocking Sentinel 1/4".						
Seraph Generator	MT	R	***	Mark Indes	6	23.50
4. T. Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she has ten 10 or more poison counters.						

*/** Retched/Revised MT Artifact IC Enchant Creature EL Failure/Land FW Reduced World NO Inevitable SC Sorcerer Creature
IC Artifact Creature DI Enchant Artifact EE Enchant Enhancement EK Failure/Land Enhancement FW Reduced World NO Inevitable SC Sorcerer Creature

Name/Description	Cost	Early	Rating	Artist	Cost	Price
Sword of the Ages	227	R	***	Christopher Rich	4	25.00
Enhance target spell. T. Sacrifice Sword of the Ages and any number of creatures to do damage to any target equal to the number of counters of creature's power. Sword of the Ages and sacrificed creature form the pile.						
Traxos Egg	487	R	***	Don Frazee	4	13.00
S. T. Sacrifice Traxos Egg to put any creature in a hand or graveyard directly in play. Test this creature as if just summoned.						
Vanish Doll	227	R	**	Sandra Eisenberg	6	18.00
Put a counter on Vanish Doll during upkeep. If Vanish Doll is stopped at the end of the turn, it does X damage to you and is destroyed. X is the number of counters on Doll XX. T. Do X damage to any target.						



The Vanagas gets a permanent +1/+1 whenever it damages a creature that goes to the grave. Combine that with an Arcana, a land that creates one of your wrapped creatures to battle one of your opponent's unwrapped creatures, and that should give your level a nutritious, well-balanced meal.

White Slave Battery	MT	U	***	Anthony Waters	4	5.00
2. T. Add a counter to White Slave Battery. T. Add W to your race pool. Remove as many counters as you wish, add W for each counter removed (play as an attempt).						

BLACK						
Abomination	SC	U	***	Mark Indes	8B3	4.00
Gain or when creature blocking or blocked by Abomination on destroyed other combat 2/6.						
Alyca, the	EM	R	***	Pat Vinters	8B	23.00
Each player must buy a target non-creature artifact he or she controls during upkeep.						
All Hallow's Eve	EM	R	***	Christopher Rich	8B2	25.00
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Test them as if just summoned.						
Blight	EM	U	***	Pat Vinters	8B	3.00
If target land is tapped, destroy it at end of turn.						
Carson Vale	SC	R	***	Richard Thomas	8B2	15.00
1 + 1/1 until end of turn. 1/1						
Chains of Nighthelm	EM	R	*	Harlan Robinson	81	16.50
Each 1 for the first card drawn in draw phase, every player must discard a card at hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.						
Comet Blast	SC	R	***	Jason Myhrles	8B3	8.50
First strike. The 8B3 during upkeep or Comet Blast does 2 damage to you and is destroyed 7/7.						
Cyclopses Memory	SC	C	*	Edward Bond Jr.	81	53
Remove Memory from game if it goes to graveyard. 2/1						
Darkness	INS	C	***	David McNeil	R	1.00
Creatures attack and block in normal but don't do damage.						
Demise Inevitable	EM	U	***	Anna Prokhorova	82	4.50
Target creature deals no damage during combat and may not attack.						
Evil Eye One-By-One	SC	R	***	Janet Abrahams	84	5.50
Your creature may not attack, except the Evil Eye. Evil Eye may only be blocked by white. 2/5						
Fading Light	SC	U	***	Gregory Skaala	8B3	16.00
Sacrifice a creature to give Fading Light +2/+1 until end of turn. 2/3						
Ghosts of the Beyond	SC	R	**	Edward Bond Jr.	8B1	1.00
T. Ability target creature: 1/0 until end of turn 1/2						
Great Ship	SC	C	***	Anna Prokhorova	6	1.00
S. One Ship mechanic ability of your planes on your end turn 1/1						
Glyph of Dawn	INS	C	**	Susan Van Camp	6	1.00
Creatures blocked by target will not be destroyed other combat.						
Great	EM	R	***	Pat Taglio	83	7.00
8. Remove on rules card and sacrifice 2 life.						
Headless Horseman	SC	C	**	Quinn Reaves	82	50
2/7						
Ill Omen	INS	C	**	Christopher Rich	8	1.00
Make all creatures 1/0 until end of turn.						

Name/Description	Cost	Early	Retrig	After	Cost	Price
Wolf's Gas Take SC R ***** 1. Sacrifice a creature to get a creature in your graveyard at play. (1/1)	SC	R	*****	Swain Burroughs	83	21.50
Be Like SSR R ***** Destroy all merfolk creatures. If you do 2 damage to you, where X is the number of creatures played in the graveyard.	SSR	R	*****	Pete Vesota	8802	16.00
Best of Shows EN U ***** Sacrifice 2 creatures to give you a black creature.	EN	U	*****	Mark Tolo	883	4.50
Impetus SC R ***** 1. Present target creature from attacking, blocking, or tapping. Impetus is destroyed if there is not a card.	SC	R	*****	Christopher Rush	88	10.00
Infused Madrazo SC U ***** Destroy all merfolk creatures. Madrazo is blocked by <i>Phobia</i> . 2/4.	SC	U	*****	Jason Artchols	885	6.00
Javelin EN SSR R ***** Do 2 damage to opponent for each white creature opponent controls.	EN	SSR	R	Christopher Rush	82	11.50
Issac Norwood SC U ***** 1. Give <i>Wizotool</i> -1/0 until end of turn. 2. Give <i>Wizotool</i> -1/0 until end of turn. 3. Give <i>Wizotool</i> -1/0 permanent damage as creature blocking or blocked by <i>Wizotool</i> . Issac Norwood's power may not be reduced below 0 using this ability.	SC	U	*****	Quanton Hauser	88	5.50

Name/Description	Cost	Early	Retrig	After	Cost	Price
Wretched, the SC R ***** After combat, you control all creatures blocking the Wretched. You lose control of such creatures when the Wretched leaves play in your control. 1/5.	SC	R	*****	Christopher Rush	863	30.00

Wild Bats SSR R ***** Destroy all forests as play.	SSR	R	*****	Ne Wt Thomas	83	15.50
Wild Boar SC R ***** Destroy all enchantments on target creature, which cannot be targeted by any other creature, nor cards, as enchantment.	SC	R	*****	Angela Scales	82	2.50
Wise Duke SC R ***** Flying 2/4.	SC	R	*****	Ben Finster	83	4.50
Witchfire EC W ***** For each point of damage done you take two target creatures, Witchfire deals a point of damage to creature's controller.	EC	W	*****	Ben Smedley	8	3.00
Witching INS C ***** Return target permanent to owner's hand.	INS	C	*****	Ben Smedley	81	2.50
Witch Hag SC W ***** 1. If time flies goes to the graveyard, all creatures that deal damage to Hag that has become 0/2. 2/2.	SC	W	*****	Quanton Hauser	802	4.50
Witching Loop SC C ***** Unblock 1/2.	SC	C	*****	De Sankar	82	1.00
Witch Hunt SC U ***** Change target creature's color to another color (play as intruder).	SC	U	*****	Anthony Wilks	8	4.50
Witch Spore SC R ***** Cannot be blocked by red creatures. Sacrifice an object during upkeep in busy Elder Spore and lose 6 life. 4/5.	SC	R	*****	Jesper Myhrnes	8888	10.00
Witching Abolition INS C ***** Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. <i>Witching Abolition</i> has an effect if new target is not valid.	INS	C	*****	Ben Smedley	U	2.50
Witchy Tap SSR C ***** Tap target enchanted creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.	SSR	C	*****	David Galan	U	5.00
With of Dreams EN R ***** The top card in every library plays face up.	EN	R	*****	Kap Foglio	U	11.50
With Counter SC C ***** Counter target instant or instant spell.	SC	C	*****	Heidi Alford	U1	1.00
With Flood INS C ***** Bring out permanent in return creature to owner's hand.	INS	C	*****	Tari Wethermond	U	1.00
With Spoke INS C ***** Counter target spell unless its caster spends 1 extra colorless mana.	INS	C	*****	Byron Wastwie	U	1.00
With Storm SC C ***** Target creature deals no damage in combat.	SC	C	*****	Phil Foglio	82	5.00
With of Deception INS C ***** For 8 creatures in 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap or reveal while it has any such cards on it. Remove a creature during creature controller's upkeep.	INS	C	*****	Sean Van Camp	U	1.00
With the Eye of Chaos EN R ***** Counter all actions and interrupts unless either player is color X, where X is the color of the spell being cast.	EN	R	*****	Christopher Rush	82	11.50
With the Purple EN R ***** Counter an opponent's spell announcing a creature of a color different from one of the creatures you control unless either player is color X, where X is the color of the spell being cast.	EN	R	*****	Heidi Alford	8888	11.50
With the Purple SSR R ***** Counter and target player who chooses their highest casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts on creature if one player has none of them.	SSR	R	*****	Jacin Harkley	82	11.50
With Equilibrium IN R ***** If opponent has at least as much land in play as you, he or she must sacrifice a land for each one you opponent plays a play.	IN	R	*****	Jason Artchols	882	11.50
With Draw IN U ***** Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	IN	U	*****	Mark Tolo	U1	30.00
With Pulse SSR U ***** Give X target creatures blind until end of turn.	SSR	U	*****	Ne Wt Thomas	83	4.00
With Envy SC R ***** 1. Do 2 damage to any target and 2 damage to itself. 2/2.	SC	R	*****	Jacin Harkley	84	8.50
With Purple SSR C ***** Do 1 damage to any target. If opponent causes you to discard Purple Purple, opponent must sacrifice 5 life.	SSR	C	*****	Sean Van Camp	8	3.00
With the Purple EC U ***** If target creature goes to the graveyard, return creature to owner's hand and destroy all other cards as if "You may only add to return Purple Purple to its owner's hand if it has tapcosts."	EC	U	*****	Swain Burroughs	883	5.00
With the Purple SSR U ***** Sacrifice X cards in hand to keep it until you've graveyard into your hand, then return itself from grave.	SSR	U	*****	Ben Smedley	803	25.50
With the Purple SC U ***** When target card is tapped, Ben Smedley's controller may do 1 damage to give 1 life to any player.	SC	U	*****	Christopher Rush	82	3.50
With the Purple IN C ***** Counter target instant spell.	IN	C	*****	Ben Smedley	81	2.00
With the Purple IN R ***** Untap if you look face up only be played during opponent's turn after he has his upkeep.	IN	R	*****	Jacin Harkley	882	13.00
With the Purple INS U ***** Return a creature from a library to its owner.	INS	U	*****	Ben Smedley	81	4.00
With the Purple INS U ***** Change the color of any number of target creatures to blue and red and of two.	INS	U	*****	Randy Inland/Fark	7	4.00
With the Purple SC U ***** Unblock 1/2.	SC	U	*****	Ardena Bessan	81	3.00



Wolf's Gas Take can give any creature *Islandwalk*, and the *Merfolk Assassin* can kill any creature with *Islandwalk*. So give your opponent's most powerful creature *Islandwalk* with the *Merfargo*, then slip your *Merfolk Assassin* a live spot and have him take care of business.

With Seal SC C ***** Surrender 2/1.	SC	C	*****	Randy Inland/Fark	883	5.00
With Seal SC R ***** Sacrifice 2 creatures which control <i>Rail</i> (burn or bury <i>Alid</i> <i>Dragon</i> 4/4).	SC	R	*****	Jacin Harkley	885	10.50
With Seal EN R ***** Counter all spells unless their caster pays an extra 2.	EN	R	*****	Heidi Alford	83	14.50
With Seal SC C ***** If the Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she has ten 10 or more poison counters. 1/1.	SC	C	*****	Scott Brackton	82	5.00
With Seal EN U ***** Creatures with <i>Islandwalk</i> may be blocked.	EN	U	*****	Ben Finster	82	4.00
With Seal SC U ***** Reduce all damage done to you from a creature to <i>Shatters Right Strides</i> instead. 4/4.	SC	U	*****	Jacin Harkley	883	5.50
With Seal EC C ***** Put a 0/2 counter on target creature every time it taps. Creature cannot cast if <i>Spirit Shards</i> is on it.	EC	C	*****	David Galan	88	1.00
With Seal SSR C ***** Do 2 damage to all players except caster. Cards take life points equal to damage done by the <i>Siphon Seal</i> .	SSR	C	*****	Ardena Bessan	82	1.00
With Seal EC U ***** Put a 0/1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for <i>Islandwalk</i> . If no new targets cast, <i>Islandwalk</i> permanently becomes an enchantment and does 1 damage during upkeep to the controller of the first creature <i>Islandwalk</i> controlled.	EC	U	*****	David Galan	882	5.00
With Seal INS U ***** Change the color of one or more target creatures to black until end of turn. Creatures which lose any creatures on targeted.	INS	U	*****	Pete Vesota	8	4.00
With Seal INS C ***** Target creature's power and toughness are switched until end of turn. Effects allowing powers allow toughness instead, and vice versa.	INS	C	*****	Sean Van Camp	81	1.00
With Seal EN U ***** Do 1 damage to opponent for each card drawn.	EN	U	*****	Jacin Bessan	886	15.00
With Seal SC C ***** Flying. B. Give flow +1/4 until end of turn. Only BB may be spent this way per turn. 0/4.	SC	C	*****	Jason Artchols	8	5.00
With Seal SC C ***** If regeneration. 1/1.	SC	C	*****	Dea Tocco	81	1.00
With Seal SC U ***** Protects from white. Damage done to <i>Wall of Pithed Foli</i> by enchanted creatures is reduced to 0. 2/4.	SC	U	*****	Reid Thomas	82	4.00
With Seal SC C ***** Damage done to <i>Wall of Shadows</i> by creatures of a body is reduced to 0. <i>Wall of Shadows</i> may not be targeted by effects targeting only walls. 0/1.	SC	C	*****	Pete Vesota	881	1.00
With Seal SC U ***** The number of creatures in your graveyard. 0/1+.	SC	U	*****	Ben Finster	81	2.50

Name/Description	Raid	Early	Ending	Job	Cost	Price
Shove-it	NS	3	**	King Eagle	81	4.08
Prevent all damage done until end of turn by target creature by spells or effects targeting it.						
Spectral Golem	EC	3	***	Rob Alexander	81	10.08
Target creature may not be targeted by spells or list effects unless it is tapped.						
Tobacco	BS	2	**	David Golem	81	11.00
Target creature does no damage in combat this turn. If it is tapped and may not enter normally after my or controller's following two setup phases.						
Toboggan	BS	2	****	Boogler Shaker	10.0	10.50
Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.						
Time Distortion	SC	R	***	Any Worker	82	15.00
Play 10/2. T. If you target permanent in owner's hand, Control target unattached permanent. Destroy this. Elemental and do 5 damage to its controller if it blocks or attacks. 1/2						
Underfoot	FR	**	**	Benny Topiwantski	82	3.50
Creatures with at least one 1 to block.						
Venomous Foli	EC	C	***	David Golem	10.0	1.00
Put 2 counters on target creature and top it. Creatures may not enter normally while a creature remains. Remove a counter during creature controller's upkeep.						
Wall of Vapor	SC	C	***	Richard Thomas	83	1.00
Control is changed by creatures it blocks. 0/1						
Wall of Woods	SC	R	**	Richard Thomas	10.0	5.00
10/2. Give Wall of Woods +1/+1 and enable it to attack. 1/5						
Waxier Foliage	SC	C	**	Rebecca Hudson	81	1.00
Flying. Does not tap to attack. 1/1						

GREEN

Arking Loghouse	SC	C	**	Quanta Hoover	6	1.00
All creatures blocking is blocked by Loghouse because great. 1/1						
Airborn	FR	3	**	David Golem	10.0	5.00
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
Avoid Fate	BT	C	*	Phil Foglio	6	1.00
Control target instant as enchantment targeting a permanent you control.						
Barbery Axes	SC	C	**	Bryan Whiteley	51	1.50
2/2						
Car Waxer	SC	C	****	Abdon Bozon	62	1.00
Flashback 2/2.						
Cannon	EC	11	***	Mark Tiede	6	4.50
Put 2 counters on and top target creature you control. Creatures does not enter normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and cannot be destroyed.						
Cannonball Gossamer	FR	R	**	Any Worker	6	10.50
Creatures may attack as top during the turn they are brought into play.						
Cave Giant	SC	11	****	Christopher Rush	6662	11.50
Temple. Rampage 2, 4/4						
Dealwith	FR	11	**	W. W. Thomas	82	3.50
Creatures with flashback may be blocked.						
Darkened Boon	SC	C	***	Alisa Kadin	64	50
4/4						
Elven Riders	SC	R	***	Arlene Bozon	60	7.50
Control is blocked except by walls and flying creatures. 2/3						
Enchant My Druggery	SC	C	**	Quanta Hoover	61	1.00
Flying. 2/2. First strike until end of turn. 1/1						
Enraged	SR	2	****	King Eagle	62	10.00
Both players may put a permanent from their hand directly in play. Player takes turns playing cards and resolving spells to play any permanent. He also deals in effects which may be used while he is in effect. If a spell has an E in its casting cost, it is 0.						
Fire Spitter	SC	C	**	John Barth	61	1.00
Flying. 6. T. Add 1 to your mana pool (play as an interrupt). 1/1.						
Frost Squares	SC	11	**	Rob Alexander	63	4.50
If Frost Squares attacks and is not blocked, you may destroy a target unblock unless opponent's control without dealing damage. 2/2						
Giant Tardis	SC	C	**	Jeff A. Bergs	661	1.00
Great battle may not attack if it did so during your last turn. 2/4						
Glyph of Retribution	NS	C	**	Scott Van Kamp	6	1.00
Buy all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. This also creates a new token. 2/1.						
Hammer	SC	C	**	Sandra Bergholm	681	1.00
First strike. 2/1.						
Innocent Fool	SC	11	**	Abdon Bozon	661	4.50
Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.						
Killer Bess	SC	R	****	Phil Foglio	661	15.50
Flying. 6. Give Bess +1/+1 until end of turn. 2/1.						
Living Flame	FR	**	**	Bryan Whiteley	662	16.50
Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.						
Maiden of the Hand	SC	R	****	Jeff A. Bergs	662	22.50
6/2. Put a Witness of the Hand token, a 1/1 green creature that may land with other Witnesses of the Hand, in play. 2/2.						
Mass Murderer	SC	C	**	Yusef Mylan	662	1.00
3/3						
Plink Quince	SC	R	***	Quanta Hoover	662	15.50
6/6. T. Give target creature flying until end of turn. 1/1.						

Prudent Gryphon	SC	11	**	Quanta Hoover	62	1.00
6. T. The target creature-3/0 until end of turn. 1/1.						
Rebel Wizard	SC	11	***	King Eagle	667	9.00
Give +2/+2 for each enchantment cast on it. Rebel Wizard does not tap when casting. 0/1.						
Reborn Spirit	SC	11	***	Christopher Rush	63	4.00
T. Target creature loses flying ability until turn ends. 2/2						
Rebirth	SR	R	**	Mark Tiede	667	5.00
Each player may be healed to 20 life. Any player so choosing enters an additional card from the top of his or her library. Remove 1 card playing for auto.						
Reborn Soldier	NS	11	**	Edward Bond 3	661	4.00
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.						
Reborn	FR	11	**	King Eagle	6	10.00
Play with all cards in hand face up.						
Reborn	FR	11	**	King Eagle	6	10.00
Control target instant effect that requires an activation cost.						
Reborn Soldier	SC	C	**	Quanta Hoover	61	1.00
T. Remove the leading ability from target creature until end of turn. 1/1						
Reborn Soldier	NS	11	**	Mark Tiede	63	12.00
Do 1 point of damage to opponent for every card he or she has in hand.						
Reborn	NS	C	**	Brian Steady	6	1.50
Target creature does no damage. If game is finished, when X equals its casting cost.						
Reborn Spirit	FR	11	**	Mark Tiede	63	7.00
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives you used not explained.						



The Dreg is a great big 6/6 iron-playing creature, but he's also a big chicken sometimes. Does he suck? Not really! Think of his intimidation factor. Will your opponent attack with her big guns if she knows Dreg is gonna come leaping in on your turn, while she has no blockers available?

Sylvan Parasite	NS	11	**	Benny Whiteley	6	4.00
Change the role of one or more target creatures to gear until end of turn.						
Typhoon	SR	R	**	Arnie Mendelsohn	62	9.50
Do 1 damage to opponent for each island he or she controls.						
Unearthed Wilds	SR	11	**	W. W. Thomas	62	2.50
Search your library for two basic land and put it in play. This does not return opponent your command.						
Whispering Wind	SC	11	****	Scott Van Kamp	65	7.50
Production from Mark, Gains +1/+1 also, can't be in a deck. 4 damage opponent. 1/1.						
Willow Solye	SC	C	**	Jeff A. Bergs	662	11.00
1. Get control of target keyword. Lose control of the keyword if Willow Solye enters. Leaves play, it leaves your control. You may leave Willow Solye tapped. 1/1.						
Wishes Most	SR	R	****	King Eagle	61	9.50
Top 3 target creatures. Do 2 damage to each target creature with flying.						
Wishbone Peak	SC	C	**	Jeff A. Bergs	662	1.50
Rampage 2, 2/4.						
Wood Elemental	SC	C	**	Eric Sudo	63	10.00
*The number of untapped lands you controlled when casting Wood Elemental. 1/1.						

UNPLAYED CARDS

Acheron	Unblockable	SC	R	****	Jeff A. Bergs	618	12.50
6/6. T. Take a creature from your graveyard into your hand. 1/2							
Angus MacManus	SC	R	****	Bryan Whiteley	16	14.50	
0/0. T. Attacking and blocking creatures deal 5 damage during combat. 2/2.							
Arden's Soliloquist	SC	R	***	Edward Bond 3	10862	25.00	
Put all creatures on Soliloquist's side gain +2 defense when untapped. W. Give Soliloquist +6/+1 until end of turn. Play WSI during upkeep in turn it was cast. 1/1.							
Arch of Ebonon	SC	R	***	Scott Van Kamp	888	12.00	
Arch. Do 2 damage to creature's player if graveyard during a turn in which Arch is dealt 4 or more 1 life until 1 damage to target player. 5/5							
Aryna Tarkis	SC	R	**	Bryan Whiteley	1088	9.50	
T. Counts against effect requiring enchantment cost unless unblock creature spends W. 2/2.							
Backlash	Unblockable	SC	R	**	Arnie Mendelsohn	888	4.00
4/5							
Bardic Rouser	SC	R	**	Eric Sudo	1682	10.50	
Control the target of unblock creature's spells. Does not tap to attack. 4/5							
Basil Beardless	SC	R	**	King Eagle	162	12.00	
BR. T. Put a mirror doreca token, which is 1/1 red and black creature, into play. 2/2.							
Chameleon	SC	R	****	Edward Bond 3	10882	27.00	
Flying, rampage 2. Pay 8W during upkeep or buy Chromatic. 1/2.							

*A: Reserved/Planned; AF: Aether; AR: Archer; EC: Enchant Creature; EE: Enchant Land; EW: Enchant World; FR: Forest; NS: Island; SC: Sorcerer Creature; AF: Aether Creature; UA: Wizard Artifact; EE: Enchant Enchantment; EW: Enchant World; NS: Island; SC: Sorcerer Creature; AF: Aether Creature; UA: Wizard Artifact; EE: Enchant Enchantment; EW: Enchant World; NS: Island; SC: Sorcerer Creature

Name/Description	Cost	Early	Early	Early	Cost	Price
• Broken Blackhole SC R **** Richard Rowfgaen G0R0 25.50 Oppose the number of lands you control. 7/7						
• Galnet Angelize SC R *** Omeri Golan G0W0 13.50 During upkeep, Angelize gains either flying, fire shrike, trample, or entrapment 2 and you may cast spells 3/4						
• Geist Drak SC R *** Richard Thomas G0W0 10.50 First strike. Can block unblockable creatures 4/4						
• Geordy De Casti SC R **** John Bush G0W0 14.00 T. Target player randomly discards a card in hand (play only during your turn) 3/5						
• Hullkite SC R **** Alfred Benson G0W1 16.50 Make haste 2/3 when cast. During upkeep, Hullkite may capture the control node and topdeck of a target creature besides itself. When there are no legal targets, Hullkite is 3/3 7/7						
• Harzoo Tama SC R **** Richard Rowfgaen G0W1 14.50 On your first upkeep after Harzoo enters a set in play, put 7 cards whose colors in play, minus 1 is the number of lands you control. Treat each token as a 1/1 of red, white, and green creature						



• The little boy in this illustration is the subject of the card **Peleshko**. He is shown as the controlling ally in the real life story of Peleshko. More info is described.

• Remove all Sand Wavers if Remove lower waves play 3/4						
• Shedding Governance SC U **** Richard Thomas G0T3 4.00 Removes 1 5/4						
• Increases in Rest SC R *** Ark Rau G0W7 13.00 Make all your green creatures +2/+2 3/2						
• Incurse Kennel SC U *** Richard Rowfgaen G0S 5.00 4/5						
• Jaded Shaman SC U *** Ark Rau G0W1 5.00 5/5						
• Journ of the Dead/Hot SC U *** Ark Rau G0R1 4.00 4/5						
• Arise SC R **** Ark Rau G0W3 17.00 If Arise is not targeted, any of your creatures besides Arise may attack without paying 5/4						
• Reinforce the Lane Wall SC U *** Richard Rowfgaen G0W1 4.50 5/2						
• Reo Takahara SC R *** Scott Braddock G0R2 11.00 T. Power up to 2 damage to target creature 2/2						
• Lady Galin SC R **** Bryan Weckwer G0W3 11.00 5/5						
• Lady Frenzy SC R **** Mark Poole G0W1 11.00 S/R 3. Target creature dies no damage the turn during combat 1/2						
• Lady of the Acrotaria SC R **** Richard Rowfgaen G0R1 4.50 5/5						
• Lady Orca SC U *** Sergio Frenghagen G0S 3.50 3/4						
• Leopoldo Siles SC R **** Richard Rowfgaen G0R2 11.00 First strike, legendary kinship 4/4						
• Lord Sings SC U *** Mark Poole G0W3 5.00 First strike. Creatures with planeswalk or framework may be blocked 4/3						
• Amekko Holmgren SC R *** Mark Poole G0R3 5.50 Removes 1 4/4						
• Krisa Inducer SC R **** Richard Rowfgaen G0T0 8.00 Put 8 T. Name a card. Opponent randomly smooch X cards in hand. Opponent may discard any such cards that match the one you named. (Play only during your turn) 3/2						
• Arise Ruler SC R **** Richard Rowfgaen G0R0 20.00 Flying. If opponent damaged by Blood Rites, must be dealt extra hand. Pay BUR during upkeep in hand. First strike 7/7						
• Phelios Dora SC R **** Richard Rowfgaen G0R0 25.50 Flying, trample. Pay BUR during upkeep in hand. Flying 3/3						
• Panel Melle SC U *** Ark Rau G0R1 4.50 R. Give Power Melle +1/+1 until end of turn 5/3						
• Phreos Guazara SC U *** Sergio Frenghagen G0T0 5.00 T. Add 1 to your mana pool (play as an interrupt) 5/4						
• Ragae SC R **** Alfred Benson G0W1 11.50 S/R 1. Regenerate target creature 2/2						
• Ramzes Defiant SC R *** Phil Fygle G0T0 4.50 First strike 4/3						
• Ramzes Overlord SC R *** Richard Rowfgaen G0R0 13.50 T. Destroy a target creature with an enchantment on it 4/3						
• Requies Demonsiorer SC R *** Ark Rau G0W1 12.50 Put 7 creatures on Ragae when not in play. Remove 6 creatures to give it 1 damage to Equator or add 1 to your mana pool (play as an interrupt). Add 6 creatures to Requies Demonsiorer during						

Name/Description	Cost	Early	Early	Early	Cost	Price
your upkeep if he began you has untapped. There may be no more than 7 such creatures on Ragae 4/7						
• Wren Tardull SC R *** Richard Rowfgaen G0S 4.50 1. Add 1 to your mana pool (play as an interrupt) 5/7						
• Relights of the Keep SC R **** Edward Bond 4 G0R0 12.00 All your abilities of the Keep gain +2/+2. Pay BUR during upkeep in Ragae and all Kibbles are targeted and enter opponent's control 5/5						
• Rakatos Saboteur SC R **** Ark Rau G0W7 17.50 Loss control of target creature. You lose control of target creature unless Rakatos Saboteur gains life, leaves your control, or becomes untapped. You may choose to leave Rakatos Saboteur tapped 2/2						
• St Simula of Deryn SC U *** Ark Rau G0W1 4.50 4/7						
• Sven's Sonnet SC U *** W. W. Thomas G0S 5.00 6/4						
• Silverweave Songsp SC R **** Richard Rowfgaen G0R2 20.50 Songspew. Controls gains 1 life each time a black spell is cast 5/5						
• Slings SC R **** Mark Poole G0R1 11.50 Put Strong Two tokens in play when casting Slings. Slings lose tokens in a 3/4 green and will target. Strong Slings lose tokens from game if Slings leaves play 3/4						
• Sunshine Singsong SC R **** Christopher Beck G0S 4.50 T. Add 2 to your mana pool 4/4						
• Taliesin Amaranth SC R **** John Bush G0R1 16.00 BUR, T. Destroy target tapped or blocking creature. Tosses Unearthed may not be targeted by an opponent creature spell 3/3						
• Taliesin Amaranth SC U *** Ark Rau G0R3 4.50 4/4						
• Tar Thrush SC U **** Ardy Asghar/Hath G0R0 5.50 T. In 2 damage to attacking or blocking creature 3/3						
• Tarshin Non-linear SC U *** Mark Poole G0W3 5.00 5/5						
• Taliesin Amaranth SC R **** Christopher Beck G0R0 11.50 Flying, R, T. Give target creature +2/+2 until end of turn 2/2						
• Er Deane SC R **** Christopher Beck G0R0 10.50 First strike. Creatures with framework may be blocked 4/4						
• Veronica Amoral SC R **** Ark Rau G0R0 25.00 Flying, R. Give +1/+1 until end of turn. R. Give +1/+1 until end of turn. R. Give +1/+1 until end of turn. Pay BUR during upkeep in Gary Veronic's hand 3/7						
• Up Jump SC R **** Alfred Benson G0T0 12.50 Flying G0S, T. Make target player draw a card 1/2						

M.E.D.						
Active Rakatos R/S C *** Alan Sroogly R 1.00 Destroy blue permanent in mana stack in owner's hand. Destroy enchantments on target land						
Aerith Resonance SC U **** Melissa Benson G0R2 5.00 Removes 3 3/4						
Archivist R/S U *** Brian Sroogly R 4.00 In left hand, always in second hand. You are always in the Sroogly's center						
Beast of Baghdad SC R **** David Edlin G0R1 5.00 Particulate matter. Gains +1/+1 if opponent controls white mana 3/3						
Beating Hazy SC C *** Scott Van Gump R 1.00 When played in the graveyard from play, Beating Hazy does 2 damage to target creature 0/3						
Blood Lust R/S U *** Aaron McElhenny R 1.00 Make target creature +4/4 until end of turn. This makes toughness no lower than T						
Brute, the IC C C *** Mark Poole R 1.00 Target creature gains +1/+4 BUR. Regenerates						
Concave of Beasts R/S R *** Herold McElhenny G0R2 10.00 No player may attack with more than 2 creatures, nor Mark with more than 2 creatures, per turn						
Chalk Lighting S/R C *** Scott Frenghagen R 2.50 Do 2 damage to a target. Whenever Chalk Lighting does damage, the target is target controller may pay BUR for Chalk Lighting to do 2 damage to a target of his or her choosing 1/1						
Crave SC C *** Brian Benson G2 4.00 Creatures with framework may be blocked						
Crossed Labels SC C *** Aron Markels G 5.50 Common labels are not creatures 0/7						
Crucian Amaranth SC R **** David Goral G0R2 7.00 Flying, R, T. Do 1 damage to target attacking or blocking creature 2/2						
Creakhous Labels SC C *** Christopher Beck C 5.50 Creakhous Labels are not creatures 0/1						
Daimonary R/S R *** Bryan Weckwer G2 10.00 Target attacking creature is entrapped and placed into your control until end of turn. It is no longer considered an attack. Play before blocking a creature						
Deveron Song R/S J *** Ben Fetters R 4.00 Change the color of any number of target creatures to red until end of turn						
Edward Verano SC R **** Aaron McElhenny R 1.00 Target creature does not go to attack						
Falling Star S/R R *** Douglas Stear G2 11.00 From a height of at least 1 foot, the Falling Star only playing one. Any creature Falling Star touches takes 2 damage and top of it survives. Falling Star has no effect if it doesn't hit at least 200 degrees						
Fall R/S C *** Ben Sroogly R 2.00 Top of creatures blocking target attacking creature. Target and its blockers deal 2 damage in combat						
Firestone Phoenix SC R **** Jeff A. Peoples R04 22.50 Flying. When Firestone Phoenix to owner's hand if it goes to the graveyard from play, so, if, may not be cast for less than 3/3.						
First Equal SC U **** Omeri Golan G0R0 5.00 Removes 2 5/4						
Great Strength SC C **** Ardy Asghar/Hath R 1.00 Make target creature +2/+2.						

Name/Description	Card	Rarity	Role	Cost	Price
Overused	SC	C	•	Quarion Haven	80 50
• 2 Regeneration 1/2.					
Electric Bolt	SC	U	•	Axon Mindlocks	U 200
RR: Gen Eff +2/+0 and Electric Bolt does 1 damage to you. Lose 1 MC when summing Electric Bolt 1/1					
Invasion	U	C	••	Pink Vertices	800 50
Destroy target land unless its controller pays 1 or sacrifices 1 MC during upkeep					
Flood	EN	U	•••	Dense Drabbin	U 100
RR: Tap target nonbasic creature					
Shut Ship	SC	C	••••	Tom Wineshard	100 50
Flng: 1000 Regeneration 3/4.					
Good Shield	SC	C	•••	Tom Wineshard	85 50
When Shield Shield blocks or is blocked by a creature that has been damaged this turn, Shield Shield gets +2/+0 and remains until end of turn. Good Shield cannot block or be blocked by a creature that has been damaged this turn unless its controller controls no other 4/4.					
Loneliness	SC	R	•••	Abak Tula	1000 650
Example: Loneliness enters play tapped. Sacrifice two islands during upkeep to untap Loneliness. Sacrifice two islands to attack with Loneliness 10/10.					
More Vertices	EN	R	••	Daoguo Shulo	100 600
Sacrifice a land when casting More Vertices as if it cost 0. All players who control land must sacrifice a land during upkeep. More Vertices is destroyed whenever there are no lands in play.					
No Fall Reason	SC	U	•••	Botic October	80 500
Destroy target creature that has sideblock 1/2.					
Mad Rank	SC	R	••	Mark Tulin	80 350
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Shards to that player.					
Psychic Allergy	EN	R	••	Mark Tulin	800 550
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of that color you opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.					
Optimist	MS	C	••	Randy Ajupal Faith	U 50
Tap all blue creatures.					
Sunken City	EN	C	•••	Jesse Myland	80 50
All blue creatures gain +1/+1. Pay BB during upkeep or destroy Sunken City.					
Tangle Kelp	EN	R	••	Rob Alexander	U 200
Target creature stays tapped during every phase if it attacked last turn. Tap target creature when Tangle Kelp is cast 1/1.					
Wish Whims	SC	R	•••	Ben Spencer	U 50
When Whims goes +0/+1 if opponent controls an island 1/1.					

Name/Description	Card	Rarity	Role	Cost	Price
Greenwarden Priest	SC	C	•••	Quarion Haven	60 50
4/5.					
Evils of Deep Shadow	SC	U	•••	Jesse Myland	6 300
T: Add 1 to your mana pool and lose 1 MC. Evils is an enchantment 1/1.					
Gen's Insign	EN	C	•••	Mark Tulin	60 100
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gen's Insign to add GG to your mana pool (play as an enchantment).					
Heldin Plot	EN	R	••••	Rob Alexander	6600 500
All your creatures gain sideblock.					
Leaf Lashes	SC	C	••	Quarion Haven	60 50
First strike 2/2.					
Leafkin	SC	R	••	Axon Mindlocks	60 500
Leafkin cannot be the target of spells unless it attacked or blocked this turn 2/2.					
Marsh Tiger	SC	R	••	Ben Spencer	60 50
Expended 1000 2 power counters when damaged by types. Opponent loses whenever he or she has 10 or more power counters 1/2.					
Mad Sirian	SC	R	•••	Christopher Rath	600 500
RRR: T: Regenerate target creature 2/2.					
People of the Woods	SC	U	•••	Dave Tulin	60 350
*Number of forests controlled by controllers of People of the Woods 1/1.					
Someones Thins	SC	C	••	Ben Spencer	6 50
RR: T: Destroy target enchantment 1/1.					
Sorrowful Amulet	SC	R	•••	Mark Tulin	660 500
Forecast: 02, T: Casts target artifact. Opponent may counter this by paying 3. You lose control of target artifact unless Sorrowful Amulet leaves play 2/2.					
Sorrowful Ring	SC	U	••	Axon Mindlocks	60 300
GGG: T: Give target creature flashback until end of turn. T: Remove flashback from target creature until end of turn 1/1.					
Sorrowful Folk	SC	C	•••	Dave Tulin	60 50
RR: Sacrifice Sorrowful Folk to destroy target artifact 1/1.					
Spring Sky	SC	U	••	Axon Mindlocks	60 100
RR: Give Sky last strike until end of turn. If this ability is used, every creature blocking or blocked by Spring Sky gains last strike until end of turn 2/4.					
Trucker	SC	R	•••	Jeff J. Alvarez	60 650
GG: T: Trucker does damage equal to its power to target creature. Target creature also does damage equal to its power to Trucker 2/4.					
Verano	EN	C	•••	Tom Wineshard	60 50
All red and white creatures blocking or blocked by target creature are destroyed after combat.					
Whisper will	SC	U	••••	Daoguo Shulo	6 300
GG: T: Target creature may not regenerate or be the target of damage-prevention or damage-recovery spells as effects. If target creature goes to the graveyard, remove it from the game 1/1.					
Wormwood Troll	SC	R	•••	Jesse Myland	660 500
GG: Give Wormwood Troll flashback until end of turn and lose 2 BB. RR: Give Wormwood Troll last strike until end of turn and lose 2 BB 4/4.					

Name/Description	Card	Rarity	Role	Cost	Price
Black Heart of the Wood	EN	C	•••	Christopher Rath	60 50
Sacrifices a forest to gain 3 BB.					
Mock Golden	SC	C	••	Ben Spencer	80 50
Sorrowful 1/1					
Sorrowful Golden	SC	C	••	Ben Spencer	80 50
2/2.					

Name/Description	Card	Rarity	Role	Cost	Price
Ball Lighting	SC	R	••••	Quarion Haven	800 250
Example: Ball Lighting may attack in the turn in which it is summoned. If you Ball Lighting of the end of the turn in which it was summoned 6/5.					
Black Moon	EN	R	••••	Tom Wineshard	80 850
Van of non-basic lands are basic mountains while Black Moon is in play.					



The **Warlock Pablos** is a great card that can tap and use white mana to destroy any black card in play, the trouble is, your opponent may not be using black. But that's okay. Play **Deathless**, an interrupt that can permanently turn any card black. Now Mr. **Warlock Pablos** can destroy any creature, land, enchantment or artifact in play! You can also use **Deathless** as protection for the **Pablos** itself in case your adversary decides to off him with a **Terra**.

Bracers of Fire	SC	U	••	Mark Tulin	80 100
RR: 1 damage to any target as well as 1 damage to you 2/2.					
Cave Piles	SC	U	••	Dave Tulin	80 250
Cave Piles gets +1/+2 until end of turn when they are destroyed as effects. RR: T: Give target creature flashback until end of turn 1/4.					
End of House	SC	R	•	Mark Tulin	80 550
Destroy your opponent by the number of creatures you control. Lose half that amount of life, rounding up.					
Fire Drake	SC	U	••	Christopher Rath	80 250
Flng: R +1/+0 until end of turn. Only 1 RR can be used in this manner 1/2.					
Feature	MS	C	••••	Daoguo Shulo	800 50
Buy target land as creature.					
Goblin Gans	SC	C	••	Dave Tulin	80 50
If target land is a basic mountain, all Gobins gain +0/+2.					
Goblin Digging Tools	SC	C	••	Ben Spencer	8 50
T: Sacrifice Digging Tools to destroy target will 1/1.					
Goblin Hero	SC	C	••	Mark Tulin	80 50
2/2.					
Goblin Rock Shield	SC	C	••	Dave Tulin	80 50
Example: Rock Shield may not attack unless opponent controls at least one mountain. Rock Shield does not attack if it attacked your last turn 3/1.					
Goblin Sirian	EN	C	•••	Ben Spencer	80 50
If target land is a basic mountain, all Gobins gain +1/0. Does 1 damage to all Gobins if it leaves play.					
Goblin Wizard	SC	R	••	Dave Tulin	80 650
1. Put a Goblin into your hand directly any phase. Tap target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn 1/1.					
Goblins of the Fling	SC	C	••	Tom Wineshard	8 50
Awakenment: Buy Goblins of the Fling if its controller controls any Wizards 1/1.					
Infano	MS	R	•••	Randy Ajupal Faith	800 450
Do 5 damage to all players and all creatures.					
None Done	SC	R	••	Mark Tulin	8 50
Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses 1 life. Repeat until both players' coins come up heads simultaneously.					
Oh: Ground	SC	U	••	Jesse Myland	80 300
T: Sacrifice one GG as Gobins to give all Dots +1/+1 until end of turn 2/2.					
Others of the Flame	SC	U	•••	Jesse Myland	80 100
T: Add R to your mana pool (play as an enchantment) 2/2.					

Name/Description	Cost	Energy	Attack	Ability	Card	Price
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Warrior's Gate RI R ***
 You may only cast Warrior's Gate on a land you control. Sacrifice a Thrill to put 3 time counters on target land. Remove a time counter during upkeep, leaving Warrior's Gate when there are no time counters on it. Tap the land Warrior's Gate controls to give all your attacking creatures +2/+1 until end of turn.

BLUE

Deep Spines SC U
 Example: Take top 2 cards from your library and put them in one graveyard during upkeep or during Deep Spines. U Deep Spines may not be targeted by spells or effects until end of turn. Tap Deep Spines if it was emptied. Do not tap Deep Spines as exiled during your next upkeep phase 4/5.

High Tide WS C
 All islands adjacent to an additional U until end of turn. Attacks: Azean Nababdas, Dora Jackson, Any Weber

Horned SC C
 Put a time counter on Horned when casting it into play and during upkeep. Horned gets -1/-1 if it has one time counter and -1/-1 when it has three time counters. Remove a counter when there are two time counters on Horned. Attacks: Quince Flower, Boshia Huban, Mark Telle, Bryan Washburn 2/2.

Horned Shaman SC R ***
 If Tap target creature 2/1.

Horned Spawning Bell WS U
 Sacrifice a blue creature to get 1 Command, which has 1/1 blue counters, in play, where it is the casting cost of the spell's creature.

Horned Whaler SC C
 Horned Whaler may not be the target of spells or effects until end of turn. If Horned Whaler is unblocked, tap it. Do not tap Horned Whaler as removed during your next upkeep phase. Attacks: Royal Knight-Folk, Royal Guard, Boshia Shale 2/3.

Horrors EC C
 Put 3 time counters on Horrora when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Attacks: Horrora Husher, Maggot Queen, Dora Jackson, Fide Vester.

River Marfolk SC R ***
 U Give River Marfolk exaltation until end of turn 2/1.

Sensages SC U
 Tap creature of target creature if it exalts controls of land as stated. You lose control of target creature while Sensages leaves play, leaves your forest, or becomes unblocked. You may choose to leave Sensages tapped. Rare Sensages whenever you have an island 1/1.

Sepulchral Priest SC U ***
 U1. Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep 1/1.

Tidal Flare WS C
 All of your creatures that are blocking non-flying creatures get 1 red strike until end of turn. Attacking player may pay 1 to each attacking creature to prevent Tidal Flare from expiring but only to that creature's blocker. Attacks: Rob Ironhorse (see instead), Snake Frenzyman

Tidal Influence WS U
 Put 1 time counter on Tidal Influence when casting it and during upkeep. When there is 1 time counter on Tidal Influence, all blue creatures get 2/0. When there are 3 time counters, all blue creatures get +2/+0. Remove all time counters when there are 4 on Tidal Influence.

Voiden Knights SC R
 Tap strike U: Give Voiden Knights flying ability until end of turn. Rare Voiden Knights whenever you control an island 2/2.

Voiden Mage SC C ***
 U, T. Counter a target spell unless caster pays an additional 1. Attacks: Quarter Flower, Mark Poole, Sean Van Camp 1/1.

Voiden Soldiers SC U
 Attacks: Melissa Berman, Richard Bern Fogagnolo, Jeff R. Morgan, Sean Van Camp 1/2.

Voiden War Machine SC U
 Tap target land you control to allow War Machine to attack until end of turn as blue War Machine -2/-1 this turn. If War Machine goes to the graveyard, all Marfolk tapped in this manner this turn are destroyed 4/5.

GREEN

Hera Fortress WS C ***
 G1. Give target blocker +0/+1 until end of turn. Attacks: Bob Almarada, Mark Poole, Fide Vester, Tom Whatecraft

Irish Farmer SC R ***
 Put a time counter on Irish Farmer during your upkeep. Remove 2 green counters to put a Searing Inferno, which is a 1/1 green creature, into play. Sacrifice a Searing to gain 2 life 0/2.

Irish Healer SC C ***
 G1. T. Target creature does not untap normally during controller's upkeep phase. Attacks: Azean Nababdas, Mark Poole, Sean Van Camp 1/1.

Irish Saver SC C ***
 E, T. Untap a target attacking creature under your control. Creature neither deals nor causes damage as combat. Attacks: Mark Poole, Christopher Reil, Pete Nosters 1/1.

Feral Thrill SC U
 Put a time counter on Feral Thrill during your upkeep. Remove 2 counters to regenerate feral Thrill 4/5.

Name/Description	Cost	Energy	Attack	Ability	Card	Price
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Fungal Mire WS R
 G2. Put a time counter on target fungus.

Night Owl WS C ***
 1. Take two creatures as any graveyard and choose three from the grave to put a Searing Inferno, which is a 1/1 green creature, in play. Attacks: Sandra Swainston, Heather Fishon, Rose Tucker.

Spore Cloud WS C ***
 Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures ever a cure-let untap as normal during their controller's next upkeep phase. Attacks: Jasper Myrles, Sean Van Camp, Any Weber

Spore Flower SC U ***
 Put a time counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat 0/1.

Thrill SC C ***
 Put a time counter on Thrill during upkeep. Remove three counters from Thrill to put a Searing Inferno, which is a 1/1 green creature, in play. Attacks: Edward Bond II, David Sides, Jasper Myrles, Ben Spawen 1/1.

Thrill Breeder SC U
 Put a time counter on Thrill Breeder during upkeep. Remove three counters to put a Searing Inferno, which is a 1/1 green creature, in play. Sacrifice a Searing to create Thrill Breeder +1/+2 until end of turn 2/2.

Thrill's Curse WS R ***
 On 2 damage, any player who puts a counter into play without getting a -1/-1 counter on a creature he controls.

Thrill's Curse WS R ***
 Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay E, in addition to other upkeep costs, to untap one and only one creature.

Unblock Devil SC U ***
 G1, T. Sacrifice a creature to turn your forest into 2/3 creatures until end of turn 1/1.

Unblock Mage SC U ***
 T. Sacrifice a green creature to transform a target land into a basic forest 1/2.

Van a Thrill SC C ***
 During your upkeep, put a time counter on Van a Thrill. Remove 3 counters to lose a devil 1 damage to any target. Attacks: David Sides, Heather Fishon, Jasper Myrles, Mark Telle 2/2.

RED

Revered Eye SC C
 Cannot be targeted to block creatures of power greater than 1. Attacks: Bob Almarada (2), Orr Iron, Heather Huban 2/2.

Deveres Archer SC R ***
 R, T. Award E card from your hand to put +0/+1 or a +1/+0 counter on target creature 0/2.



Aside from just being one of the coolest-looking cards in Magic, *Jovial Evil* is one *mighty* spell. *Revered Eye*, an instant that turns as many creatures as you want white until the end of the turn, will leave that *Jovial Evil* doesn't sit in your hand.

Deveres Catalyst WS U ***
 Deveres Catalyst, divided evenly among all of your opponent's creatures (round down).

Deveres Destroyer SC U
 R1. Give target Devil +1/+0 until end of turn 1/2.

Deveres Soldier SC U
 If Deveres Soldier blocks a creature blocked by Deveres, it gains +2/+2 until end of turn 2/1.

Goblin Chameleon SC R
 Sacrifice a Goblin to regenerate a creature. Attacks: Phil Eagle, Ben Fawcett, David Sides 4/2.

Goblin Fiddle SC R
 At the start of the attack, pay E or creatures blocking or blocked by Goblin Fiddle get first strike until end of turn 2/2.

Goblin Grenade SC R
 Sacrifice a Goblin to deal 5 damage to a target. Attacks: Ben Fawcett, Christopher Reil, Ben Spawen

W/U	W/U	W/U	W/U	W/U	W/U	W/U	W/U	W/U	W/U
W/U	W/U	W/U	W/U	W/U	W/U	W/U	W/U	W/U	W/U
W/U	W/U	W/U	W/U	W/U	W/U	W/U	W/U	W/U	W/U

Name/Description	Raid	Ready	Ready	Ready	Cost	Price
Goblin Bites If one or target creature you control is knocked to greater than 2 flying and end of turn. Biting effects may also remove target's toughness. At end of turn, flip a coin. Buy target creature if opponent wins.	BH	U	**	Arco Woodlands	41	50
Goblin War Drums Each attacking creature you control may not be blocked with fewer than two creatures. Attacks that cause, Hailfire Hailers, Richard Knox-Ferguson, Jeff A. Hargers	PH	C	*****	Mulholy	82	50
Goblin Warcraze If 2 or more Goblins to put 2 Goblins tokens, with an 1/1 and creatures, in play	PH	S	****	Don Frazier	82	2.00
Orish Captain SC B	**	**	Work Tools	8	50	
Orish Spy 1. Choose target die, then flip a coin. If opponent wins flip target die gets +1/0 until end of turn. Otherwise, the die gets -1/2 until end of turn 1/1.	SC	C	****	Mulholy	8	50
Orish Sniper 1. Look at the top 3 cards in target player's library. Return them in order. Attacks. David Golob, Susan Van Camp, Pete Ventres. 1/1	SC	C	****	Mulholy	8	50
Orish Sniper Control is assigned to block white creatures of power greater than 1. If Orish Sniper is on table until end of turn. Andy Alfredo Barroca, Ben Fazio, Quintin Rowse, Douglas Stalk. 2/2	SC	C	**	Mulholy	82	50



Why play Ripids, a blue card that taps all blue creatures, in a blue deck?
Cause it's an instant, that's why. See, at the end of your opponent's turn, and See King's Blessing, a blue instant that turns all enemy creatures as you would like (i.e., all your opponent's creatures), then set Ripids. Thus, on your turn, using all your creatures and send 'em of your defenseless opponent!

Drugs Sample. Drugs can act after if opponent controls an untapped creature with power greater than 2. Opponent block creature of power greater than 2. 4/5	SC	R	***	David Golob	8B3	2.50
Holding Party Party they may not be targeted by white spells or effects. Sacrifices to die to destroy all plants. Any player may tap a white creature to save 1 or 2 plants from destruction. Any number of white creatures may be tapped for this purpose.	PH	U	**	Quintin Rowse	82	50

Name/Description	Raid	Ready	Ready	Ready	Cost	Price
Landlord's Blessing W1. Prevent 1 damage to a player or creature. Attacks. Edward Beard II, Liz Bonker, Jesse Mac-Arnis, Susan Van Camp. 0/2	SC	C	*****	Mulholy	82	50
Frank's Mangle If target creature attacks and is not blocked it will deal 2 damage to any other target creature whose X is the power of the creature Frank's Mangle attacks.	PH	U	***	Anthony Waters	82	50
Frank's Zoider If Zoider attacks without being blocked, you may deal 2 damage to a target creature. If so, Frank's Zoider deals no damage. Attacks. Edward Beard II, Melissa Barroca, Richard Knox-Ferguson. 2/2	SC	C	**	Mulholy	82	50
Frank's Priest 1. Add W to your mana pool (play or to interrupt). Any Frank's Priest of more than 2 is spent in this way in one turn. 1/3	SC	U	**	Phil Foglio	82	50
Head of Jeraka 1. Top 2 target white creatures you control to destroy any creature. 2/5	SC	R	*****	Archie Barroca	82	5.50
Honour Sacrifice a white creature to prevent attacking red creatures from dealing damage to another this turn. The attacker may pay 1/2 or an attacking creature may deal damage normally.	PH	U	**	Phil Foglio	82	50
Ironclad Infantry 1. Gains blocking until end of turn. 1. Gains first strike until end of turn. Attacks. Edward Beard II, Christopher Bink, Douglas Stalk, Drew Ludick. 1/1	SC	C	**	Mulholy	82	50
Ironclad Invulnerables When cast, put a poison counter on invulnerables. 1. Remove the counter to deal 1 damage to any	SC	C	**	Mulholy	82	50

Name/Description	Raid	Ready	Ready	Ready	Cost	Price
Ironclad Invulnerables W1. Give target Soldier +1/0 until end of turn. 1/2	SC	R	**	Phil Foglio	82	2.00
Ironclad Monarchmancer 1. Use 1 life when casting out put 3 counters on leader. Monarchmancer. During your upkeep, put a counter on Monarchmancer. Sacrifice Monarchmancer during your upkeep to gain 1 life to each creature on an arena. Edward Beard II, Melissa Barroca, Drew Ludick. 0/2	SC	C	****	Mulholy	82	50
Ironclad Phoenix 1.1. Give target creature first strike until end of turn. Attacks. Bob Alexander, Phil Foglio, Richard Knox-Ferguson, Douglas Stalk. 1/1	SC	U	***	Edg Tapp	82	1.00
Ironclad Pilot W1. Make target creature +1/1 until end of turn. 1/1	SC	U	***	Don Frazier	82	50
Ironclad Scout 1.1. Give target creature first strike until end of turn. Attacks. Bob Alexander, Phil Foglio, Richard Knox-Ferguson, Douglas Stalk. 1/1	SC	C	****	Mulholy	82	50
Ironclad Skywarrior 1.1. Give target creature first strike until end of turn. Attacks. Bob Alexander, Phil Foglio, Richard Knox-Ferguson, Douglas Stalk. 1/1	SC	U	***	Edg Tapp	82	5.50
Ironclad Tank 1.1. Give target creature first strike until end of turn. Attacks. Bob Alexander, Phil Foglio, Richard Knox-Ferguson, Douglas Stalk. 1/1	SC	U	***	Edg Tapp	82	5.00
Ironclad Tank Part 4. Given tokens, which are 1/1 white creatures, in play	SC	C	****	Mulholy	82	50
Ironclad Tank Part 4. Given tokens, which are 1/1 white creatures, in play	SC	C	****	Mulholy	82	50

Name/Description	Raid	Ready	Ready	Ready	Cost	Price
Ironclad Tank Part 4. Given tokens, which are 1/1 white creatures, in play	SC	C	****	Mulholy	82	50
Ironclad Tank Part 4. Given tokens, which are 1/1 white creatures, in play	SC	C	****	Mulholy	82	50

Name/Description	Raid	Ready	Ready	Ready	Cost	Price
Barbarian's Wrath Cancels into play tapped. You may lose Barbarian's Wrath tapped to put a charge counter on it. Remove any number of charge counters, adding B for each charge counter removed.	PH	R	***	Pat Henning	82	3.50
Dwarven Shield Cancels into play tapped. You may lose Dwarven Shield tapped to put a charge counter on it. Remove any number of charge counters, adding B for each charge counter removed.	PH	R	***	Pat Henning	82	2.00
Dwarven Shield Cancels into play tapped. 1. Add B to your mana pool. 1. Sacrifice Dwarven Shield to add B to your mana pool.	PH	R	***	Pat Henning	82	1.00
Don Stronghold Cancels into play tapped. 1. Add B to your mana pool. 1. Sacrifice Don Stronghold to add B to your mana pool.	PH	R	***	Pat Henning	82	1.50
Honewood Battleground Cancels into play tapped. 1. Add B to your mana pool. 1. Sacrifice Honewood Battleground to add B to your mana pool.	PH	R	***	Pat Henning	82	1.50
Hollow Tower Cancels into play tapped. You may lose Hollow Tower tapped to put a charge counter on it. Remove any number of charge counters, adding B for each charge counter removed.	PH	R	***	Pat Henning	82	2.00
Ironclad Ship Cancels into play tapped. You may lose Ironclad Ship tapped to put a charge counter on it. Remove any number of charge counters, adding W for each charge counter removed.	PH	R	***	Pat Henning	82	2.00
Rainbow Fall 1. Add 1 more of any color to your pool. Rainbow falls pieces to represent it end of turn.	PH	R	***	Pat Henning	82	1.50
Rain of Ice Cancels into play tapped. 1. Add W to your mana pool. 1. Sacrifice Rain of Ice to add W to your mana pool.	PH	R	***	Pat Henning	82	1.50
Sand Sift Cancels into play tapped. You may lose Sand Sift tapped to put a charge counter on it. Remove any number of charge counters, adding U for each charge counter removed.	PH	R	***	Pat Henning	82	3.50
Synthetic Temple Cancels into play tapped. 1. Add B to your mana pool. 1. Sacrifice Synthetic Temple to add B to your mana pool.	PH	R	***	Pat Henning	82	1.00

MISCELLANEOUS

Arco 3. 1. Put one of your creatures and lose your opponent pick a creature. Both creatures on tapped and deal damage to one creature or if one not blocked and the other blocked to another.	PH	R	***	Bob Alexander	82	50
Cast Fudge Fudge gets +2/+2 until end of turn if opponent is a blocker. 2/2	SC	R	***	Liz Bonker	82	6.00
Helix & Jay Flying. Deals 1 +1/+1 until end of turn. Any Helixes. Dagon if more than 800 is spent in this manner in one turn. 1/1	SC	R	***	Michael Michel	82	6.50
Scars of Earth If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to one takes damage from blocking creature.	PH	R	***	Melissa Barroca	82	5.00
Witchcraft Does not tap to attack. 2/2.	SC	R	***	Near Mookids	82	6.00

W1	Barroca/Donker	AE	Archie	BE	Barroca/Donker	BF	Barroca/Donker	BF	Barroca/Donker	SC	Susan/Golob
AC	Mulholy/Golob	BA	Richard Barroca	BE	Richard Barroca	BH	Richard Barroca	BH	Richard Barroca	SB	Seany

Indicates Price Increase

Indicates Price Decrease

INQUEST

It's not a

price guide

It's Survival!



The Personal Incarnation is great, but if it does—ouch, you lose half your life! The catch: Personal Incarnation has to go to the graveyard to hurt you. When something kills your big guy, take him out of the game with Swords to Plowah! The Incarnation doesn't head to the graveyard (if you're up farming!), you don't lose half your life, and you don't lose incarnation's current power in life!

- Holy Arrows** EC C *** Target creature gains +1/+2. WE: +1/+1.
- Holy Strength** EC C *** Target creature gains +1/+2.
- Island Sanctuary** EN R ** If you don't draw a card, only flying or islandwalking creatures may attack you and your next turn.
- Korae** EN G ** Do 1 point of damage to a player for each swamp he or she has to play.
- Lance** EC B *** Target creature gains first strike.
- Wave Progress** SC Flying, lands, 1/1.
- Worshipful Paladin** W
- Meliss Barrow** W 1.00
- Acorn Hurler** W 1.00
- Mark Probe** W1 8.00
- Richard Thomas** W

- Witch of God** B5 Bury all creatures in play.
- LANDS** LUN R *** Add R or B to your mana pool. Treat as both a Mountain and a Swamp.
- Island** LUN C *** Add B to your mana pool. Two Alpha versions, three versions in other sets.
- Mountain** LUN C *** Add R to your mana pool. Two Alpha versions, three versions in other sets.
- Plains** LUN C *** Add W to your mana pool. Two Alpha versions, three versions in other sets.
- Plains** LUN R *** Add either R or W to your mana pool. Treat as both a Plains and a Forest.
- Savannah** LUN R *** Add either W or G to your mana pool. Treat as both a Plains and a Swamp.
- Swamp** LUN C *** Add either W or B to your mana pool. Treat as both a Plains and a Swamp.
- Swamp** LUN R *** Add B to your mana pool. Two Alpha versions, three versions in other sets.
- Taiga** LUN R *** Add either G or R to your mana pool. Treat as both a Forest and a Mountain.
- Tropical Island** LUN R *** Add either G or B to your mana pool. Treat as both a Forest and a Plains.
- Tundra** LUN R *** Add either B or W to your mana pool. Treat as both an Island and a Plains.
- Underground Sea** LUN R *** Add either B or W to your mana pool. Treat as both an Island and a Plains.
- Rob Alexander** 12.00
- Jesper Myhrus** 12.00
- Christopher Barb** 0.50
- Mark Probe** 0.70
- Drac Tackler** 0.50
- Drac Frezer** 0.50
- Bob Alexander** 14.00
- Jesper Myhrus** 12.00
- Jesper Myhrus** 0.9
- Drac Frezer** 12.
- Bob Alexander** 12.
- Jesper Myhrus** 12.
- Jesper Myhrus** 12.
- Bob Alexander** 12.

Includes a **FREE** Killer Deck™ card!!!

Only InQuest™ gives the color, casting cost, ability, and power rating for every single Magic: The Gathering™ card. So if you want to make a Killer Deck™ and kick butt, read InQuest™.

Name	Rating	Rating	Price
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LIMITED EDITION

Booster Pack	\$2.80
Booster Box	\$75.80
Starts Set	\$8.95

Name	Rating	Rating	Price
Aluminati			
Agents of Anarchy	C	****	2.00
Beethoven Illuminati	C	****	2.00
Born into Deceit	C	****	2.00
Brooklyn Society	C	****	2.00
Crucifix of Zarah	C	****	2.00
Network, Inc	C	****	2.00
Servants of Utholus	C	****	2.00
Shogoria	C	****	2.00
Uthol	C	****	2.00

Bavarian Illuminati

10/10 SPECIAL GOAL

Each pack contains one of 10 special goal cards.

Bavarian Illuminati

POWER 10/10 SPECIAL GOAL

Each pack contains one of 10 special goal cards.

To celebrate the release of the WWO One With Everything Factory Set, we're illustrating this month's price guide with Factory Set cards like the one at bottom (shows with a Limited Edition card, top, for comparison). Because of the Factory Set and Unlimited Edition releases, Limited Edition card prices remained relatively flat.

Groups

Personalities

Al Gore	C	**	.50
Bill Clinton	C	**	.50
Spino	C	**	.50
Coastal Devils	R	****	2.00
Don Quixote	C	***	.50
Flux	R	**	3.00
Hell Coast	U	**	3.00
George Bush	C	**	.50
Garth Kinnear	C	**	.50
Wilfred Dicks	C	**	.50
Inside Moros	C	**	.50
Jimmy Hoffa	R	****	2.00
Almond Noddy	U	**	1.00
Alvinard Thakos	U	**	1.00
Alexis Sorenson	C	*	.50
Nancy Reagan	R	**	2.00
Oliver North	U	**	1.00

Name	Rating	Rating	Price
Praxis Devils	U	**	1.00
Praxis IX	U	**	1.00
Ronald Reagan	C	**	.50
Ross Perot	R	***	2.00
Soldier Rescued	U	**	1.00

Places

Broad	C	**	.50
California	C	***	.50
Contra	R	**	2.00
Contra For Deuce Control	R	***	1.00
Ohio	R	***	2.00
Reunion Park	R	**	1.00
England	C	***	.50
Florida	C	****	2.00
France	R	**	.50
Germany	R	***	4.00
Hawaii	C	**	.50
Hollywood	U	**	1.00
Israel	R	****	2.00
Italy	R	***	4.00
Japan	C	***	.50
Las Vegas	C	****	.50
Madagascar	C	**	.50
New York	U	****	1.00
Old Time	U	**	1.00
Portugal	C	**	.50
Russia	C	***	.50
Simon Valley	U	**	1.00
Switzerland	C	**	.50
Switzerland	C	**	.50
Texas	R	****	4.00
Utah City	C	**	.50

Others

A.M.F.	C	***	.50
Alvinard Antidote Association	C	**	.50
Anti-Nuclear Institute	C	**	.50
Nature Activists	R	****	2.00
Book of England	R	****	2.00
B.T.F.	U	**	1.50
Big Audio	C	**	.50
Book Activists	C	**	.50
Boy Scouts	C	**	.50
Cable TV	C	**	.50
Catholic Mission	R	****	2.00
C.I.M.O.	R	****	2.00
Church of Elvis	R	*	1.00
C.I.A.	R	****	4.00
Clare Arrogance	C	***	.50
Comic Books	U	**	1.00
Compassionate Wives	U	****	1.00
Conspiracy Theorists	C	****	.50
Cycle Gangs	C	**	.50
Democrats	U	***	1.00
Devils	C	**	.50
Depragators	U	****	2.00
Devils	C	***	.50
Foot-Gaardies	C	**	.50
FFF	R	**	2.00
Elders of Zion	R	****	2.00
Empire Inc	C	***	1.50
Evil Goddess for a Better Tomorrow	R	****	2.00
Fast Food Chains	C	**	.50
F.B.I.	C	****	.50
Federal Reserve	U	**	1.00
Fossilheads	U	**	1.00
Football Fluoridators	C	***	.50
Flot Eardrums	C	**	.50
Frank Motor Company	C	***	.50
Freemason Devils	C	***	.50
Frank Book Society	R	**	2.00
Gay Activists	U	**	1.00
Gale Negotiators	C	***	.50

Name	Early	Rating	Price	Name	Early	Rating	Price
Goldfish Frenzy	R	***	2.00	Plots			
Goa Lobby	U	***	.50	New World Orders			
Hackers	C	***	1.00	Biggie Business	U	***	1.00
IndoIndo	C	**	.50	Chick in Every Pot, II	C	**	.50
International Comm. Swaglers	C	**	.50	Don't Forget to Smash the State	C	**	.50
International Criminal Conspiracy	R	**	2.00	Energy Crisis	R	***	2.00
International Weather Organization	U	**	1.00	Evil and Gooding	U	****	1.00
I.R.S.	U	**	1.00	Gen Control	U	****	1.00
Juggles	C	**	.50	Journal Order	U	***	1.00
Junk Mail	U	**	1.00	Milky Industrial Complex	C	***	.50
KIK	C	**	.50	Peace in Our Tote	U	***	.50
Lowkey	C	**	.50	Political Concessions	U	**	1.00
L-I Society	U	***	1.00	Soldiers	C	***	.50
Unhatched	R	***	2.00	Top Reform	R	***	2.00
Disco Composites	R	****	2.00	Thousand Points of Light, I	U	***	1.00
Iron Slabs	C	**	.50	World Hunger	C	**	.50
Local Police Departments	**	1.00		World War 3	R	***	2.00
Madcap Avenue	C	**	.50				
Mafia, Inc.	R	***	4.00				
Men in Black, The	**	4.00					
MIS	U	*	1.00				
Monies	C	*	.50				
Moral Anxiety	C	**	.50				
Mozart	R	***	2.00				
Multinational Oil Corporations	U	**	1.00				
MSA	U	**	1.00				
NAD	R	****	2.00				
Neighbors of Evil	C	**	.50				
Nepos	C	***	.50				
N.S.A.	R	**	4.00				
Nuclear Power Composites	C	****	.50				
Orphan Books	U	****	1.00				
ORPC	C	**	.50				
Parasite	C	**	.50				
Phone Company	U	**	1.00				
Phone Phreaks	C	***	.50				
Pickers	R	***	4.00				
Post Office	C	**	.50				
Professional Sports	U	**	1.00				
Psychotests	U	****	1.50				
Punk Books	C	**	.50				
Reaching Infinity	C	**	.50				
Red Cross	R	***	2.00				
Reformed Church of Satan	R	****	1.00				
Religious Book	C	**	.50				
Republicans	R	**	1.00				
Riftsides	R	**	2.00				
Robot Sea Monsters	R	**	1.00				
Romancers	C	***	.50				
Scrubby Morning Cartoons	R	***	1.00				
Seatings and Issues	R	***	2.00				
Science Fiction Fans	C	***	.50				
Secret Service	R	****	2.00				
Snake Haunts	C	**	1.00				
Somersetcoat Education Army	C	**	.50				
S.A.O.F.	R	***	2.00				
Society for Creative Anachronies	C	****	.50				
South American Maps	R	**	2.00				
Sidelines	R	**	4.00				
Soprano Court	R	**	2.00				
Survivalists	C	**	.50				
Talsals	C	**	1.00				
Telephone Psychics	C	**	.50				
Temple	C	*	.50				
Tobacco Companies	C	**	.50				
Toddler	C	*	.50				
Tribal Civilization	R	**	2.00				
Tk Trainers	C	**	.50				
Unemployed Newspaper	R	**	4.00				
United Nations	C	**	.50				
Urban Gangs	C	***	.50				
Vampires	C	***	.50				
Vibe Games	C	**	.50				
Neoborders	R	**	1.00				
Wall Street	C	**	.50				
Wargames	C	**	.50				
W.I.I.C.H.	C	***	.50				



The Network is one of the best financial to play because it forces you toward your goals—and good plot cards—so quickly. And wherever The Network controls either Silicon Valley or Federal, it gets a huge advantage—you'll be able to kick back when it comes to equipping computer groups.

Goals	Early	Rating	Price
Corporate Horrors, The	C	****	.50
Crimes Overloads	U	****	2.00
Farmville	C	**	.50
Hot Eats!	C	****	.50
Hotel of Awfulness, The	U	***	2.00
Off the Planet!	R	****	2.00
Let Them Eat Cake!	U	***	1.00
Parasite for My Dear Sake	R	****	2.00
Power to the People	U	***	1.00
Up Against the Wall	R	***	2.00

Others	Early	Rating	Price
Agent in Place	C	**	.50
Air Magic	U	**	2.00
Alone Against	C	****	.50
Alternate Goals	C	***	.50
An Offer You Can't Refuse	R	****	2.00
And STAY Dead!	C	**	.50
Angst	R	****	2.00
Annual Convention	R	***	2.00
Are We Having Fun Yet?	C	**	.50
Approachess Killing	C	**	.50
Atomic Bombs	C	**	.50
Auditor from Hell, The	C	**	.50
Buddies	C	**	.50
Bank Heist	U	***	2.00
Banker's Concert	C	****	.50
Big Scare, The	C	****	.50
Big Sellout, The	R	***	2.00
Bombs of Evil	C	***	.50
Brinking	R	****	4.00

Name	Rarity	Rating	Price
Blood, Tears, Fears and Sweat	C	***	.50
Bullyguard	R	****	2.00
Buried Contort	U	****	1.00
Buzzy	U	***	1.00
On Bank	C	***	.50
Celebrity Spokenon	B	***	1.00
Cocacorp	B	***	1.00
Charmotic Leader	C	***	.50
Citizenship Award	C	****	.50
Clare	B	****	1.50
Coll Fusion	C	****	.50
Combined Disasters	B	****	2.00
Government	B	***	1.00
Corporate Security	R	***	2.00
Corporate News	B	**	1.00



All of the INVO Factory Set cards have black borders and role type. Group card names and text boxes are red, plot names and boxes are blue, and resources are purple. (Plot, hey, isn't that guy in the picture the same one we've seen hanging out at the Wizards of the Coast offices?)

Computer	R	***	2.00
Control Broadcast	R	***	2.00
Countdown	U	***	1.00
Cover of Darkness	R	****	2.00
Cover-Up	R	****	2.00
Corp Cards	C	**	.50
Corrosy Speculation	C	**	.50
Creed Engine	R	***	3.00
Crash Appeal	C	**	.50
Criticism	C	*	.50
Dallas for Attorney	U	****	1.00
Double-Cross	C	****	.50
Early Warning	C	***	.50
Earthquake	C	**	.50
Fortrouble	C	**	.50
Get the Rub	B	***	2.00
11 1/2 Minute Gap	R	****	2.00
Global Terminal	R	****	3.00
Emergency Powers	C	***	.50
Episodic	C	****	.50
Exploit	C	**	.50
Explosion Fight	R	***	2.00
Face Things We Do, Let's Kill All the Lawyers	R	*	2.00
Flower Power	U	****	1.00
Fossil	C	**	.50
Fossil	U	**	1.00
Forgery	U	****	1.00
Breaking the Molecules	U	****	1.00
Full Moon	U	***	.50
Funder Agency	C	**	.50
Gang War	C	***	1.00
George the Jimbo	C	**	.50
Giant Kaktus	U	****	1.00
Good Pills	C	***	.50
Government Support	C	***	.50
Gremlins	R	***	2.00
Hamasco Vegas	C	****	.50

Name	Rarity	Rating	Price
Hot Tick	C	***	.50
Hoof in a Jar	U	****	1.00
Box	R	****	2.00
Widow Influence	R	****	2.00
Mr and Ben	C	***	.50
Box	U	**	1.00
Burnrate	C	***	.50
Flail	U	****	1.00
Imporia	C	**	.50
Indictor	C	****	.50
Interfusion	C	***	.50
Internal Work, The	U	***	.50
Jake Day	C	**	.50
Wool	C	****	.50
Just Say No	C	***	.50
Ketchup is a Vegetable	C	***	.50
Kraker and Gender	C	**	.50
Let's Get Organized	C	**	.50
Let's Get R.I.C.H. Organized	U	***	1.00
Let's You and the Night	R	***	2.00
Liberal Agents	C	**	.50
Logic Bomb	R	****	2.00
Mad on Wednesday	C	**	.50
Manic Disruption	U	**	1.00
Manic Law	C	****	.50
Manips	C	***	.50
Mass Media	R	****	2.00
Master Hit	C	**	.50
Media Connections	R	***	2.00
Message	R	****	2.00
Movie Sells	U	***	1.00
Movie Star Plan	C	**	.50
Movie Money	R	****	2.00
Pub Influence	C	***	.50
Scrapoly	C	***	.50
Seahawk's March	C	**	.50
Supply's Law	U	***	1.00
Suppl' Betrayal	C	**	.50
Nationalization	C	**	.50
News: Scenarios	C	***	.50
New Deal	C	***	.50
New Federal Budget	U	****	1.00



Yep, they're rare, but they're also two of the most important cards you can put into virtually any deck. Elders allows you to reorganize your power structure at any time, filling in gaps or freeing up space. The Bank allows you to use its token to draw two plot cards at any time, which can be a game-breaker, especially if someone is close to winning and you draw a disaster that can stop her cold.

Yes! Yes, It's More Now!	B	****	2.00
Yield Power Plot	C	***	.50
Yielder Accident	C	***	.50
Opportunity Bonds	B	****	3.00
Oxygen Card, The	R	***	2.00
Profil	C	***	.50
Progen of Demons	R	****	3.00
Rodge Dice	U	****	1.00
Poison	C	***	.50

Name	Rarity	Rating	Price
Power Cards	C	**	50
Power Grid	C	***	50
Revolution	C	**	50
Strategic Attack	C	**	50
Follow Plus	C	****	50
Range	C	**	50
Rank of Frogs	U	****	1.00
Rank Out ...	R	****	2.00
Rank My Up	C	**	50
Red Scare	U	****	1.00
Robot!	U	****	1.00



This card is a kind like the Magic card Time Well, and because of its power, it's restricted to one use per person per game. It's a great way to restack action talons during someone else's turn ("Shields up!"), or to get two faces close together and steal the game from your adversaries.

Reorganization	C	****	50
Revolution in Exiles!	R	****	3.00
Revolution!	U	**	1.00
Revolutionary History	R	**	2.00
Soldiers	R	**	2.00
Save the Whales	C	****	50
Sevens & Love Sevens	U	**	1.00
Scandal	R	**	3.00
Scandal Politics, The	C	**	50
Scouts That Was Not Meant to Be	U	**	1.00
Seen the Jaws?	U	****	2.00
Self-Esteem	C	**	50
Senate Investigating Committee	R	**	3.00
Shin Fund	C	****	50
Singer	U	**	1.00
Spread of Violence	R	****	2.00
Stare on Right, The	R	**	2.00
Stealing the Pass	C	**	50
Stack Split	C	**	50
Strawhat Up	C	**	50
Stuffed On and Get Alike!	U	**	1.00
Sweeping Reform	U	**	1.00
Sweepstakes Plus	C	****	50
Swiss Bank Account	C	****	50
Telation of Rumors	C	****	50
Tex Breaks	U	**	1.00
Terrace Nails	C	****	50
Tell Me	C	**	50
Time Warp	C	****	3.00
Tonako	C	**	50
Unlucky 13	R	****	3.00
Unreliable!	R	****	4.00
Upcastell	C	*	50
Volcano	U	**	1.00
Volunteer Aid	C	**	50
Volcano Economics	C	**	50
Volcano	C	**	50
Wash Link, The	R	**	2.00
Ward Tam-Po, The	C	**	50
Whispering Campaign	C	**	50
Whispering Case	R	****	2.00
Whirl Cup Victory	R	**	2.00

Resources

Angel's Profile	C	****	50
Ark of the Covenant	R	****	2.00
Eight	C	**	50

Name	Rarity	Rating	Price
Bank of Bulls	U	***	1.00
Bounce Hotel, The	C	****	50
Canis Rex Wood Stakes	C	**	50
Clapper Clip	C	**	50
Crystal Skull	R	****	2.00
Cyborg Soldiers	R	***	4.00
Death Attack	C	**	1.00
Ethiopian Project	C	**	50
Flea	U	****	1.00
Flying Saucer	C	**	50
Frog God, The	C	**	50
Indulgences	C	**	50
Ironies of the	C	**	50
Ironia City	U	****	1.00
Itter's Bean	R	**	4.00
Jolly God, The	R	****	2.00
Jewelry Store	R	****	2.00
Library of Alexandria, The	U	***	1.00
Luck Next Month	C	**	50
Maintainers	C	**	50
Males M4	C	****	50
Miscellaneous	U	***	1.00
Ordeal Mini Control Issues	C	*	50
Paraphernalia Machine	R	****	4.00
Principal Escalade	C	**	50
Rogue Roamer	R	**	50
Shroud of Turin	R	****	4.00
Soulbones	R	****	4.00
Spies of Lehigh	C	**	50
Staircase Speed	U	*	1.00
Warehouse 33	U	**	1.00
Weather Satellite	U	**	1.00
World	C	**	50



Do you have a lot of personalities you want to protect? Well—try empowering your popularity by linking them to another group with Celebrity Spokesman. When you add Professional Sports to the mix, your job will have enough power to cow Mary Albert or John Madden. If that's still not enough to satisfy you, use Messiah on your home-grown superstar. For style and a good laugh, play this combo on Bjørn.

MISCELLANEOUS

Groups

Place			
Grand Pyramid, The	R	****	2.00
Others			
Pyramid Marketing Schemes	R	**	1.25
Talking Card Game	R	****	2.00

BOXES

Bibling Game, The	U		
Chaos Sheet	C		
Dark Design	U		
Handbags	U		
Illuminated Gods	U		
Play Sequence	C		
To the Death	C		
World Campaign 101	U		

Name Type Rarity Price Name Type Rarity Price

STAR TREK THE NEXT GENERATION

Call Limited Set (363) 5800.00
 Call Unlimited Set (363) 765.00
 Prices are for limited sets, which have black borders.
 Unlimited sets, which have white borders, are worth 0.75 times
 equivalent limited sets.

FEDERATION

Name	Type	Rarity	Price
Abert Ertree	PE	R	5.00
Alacosta Balthuso	PE	R	7.50
Alyssa Nodoyev	PE	R	5.00
Alyssa Opaco	PE	U	7.50
Beynon Howard	PE	R	1.00
Bowley Cochrane	PE	R	20.00
Colony	PE	C	50
Charaphes Hebar	PE	C	50
Ocean Nollus	PE	C	1.00
Oslo	PE	R	40.00
Quano Tuo	PE	R	25.00
Qu'la Fango	PE	R	5.00
Qu'loch Gakere	PE	R	6.00
Qu' Sulo	PE	U	2.00
Van Proxima	PE	U	1.00



Gaseong	PE	M	1.50
Leifonston G'upost	DET	C	1.50
Leifonston P'AD	EQ	C	50
Clear Almad Shanta	PE	U	2.00
Good to Forge	PE	R	30.00
Gush	PE	C	1.00
Harsh Bates	PE	U	1.50
Jean-Luc Picard	PE	R	50.00
Jenna P'Seo	PE	U	2.00
Kovod Olan	PE	U	1.00
K'Three	PE	R	6.00
Lash Beltrac	PE	R	6.00
Linda Laxxon	PE	C	50
Lumano Tro	PE	R	9.50
M'Bright	PE	C	2.00
Morden	PE	C	1.00
Morgan Selmon	PE	R	6.00
Mot the Boyan	PE	U	1.50
Nedo Deano	PE	R	10.00
Nikola Rochenko	PE	U	2.00
Noral Sato	PE	U	2.00
Rogardl Bockley	PE	R	9.00
Richard Gates	PE	R	6.50
Roo	PE	U	2.00
Ru Jaer	PE	R	10.00
Sandbeat	SH	C	1.00
Sonek	PE	R	12.50
Sohik	PE	R	7.50
Shelby	PE	R	0.20
Sonca Tovar	PE	C	50
Su Janta Newton	PE	R	9.00
Suro Kishnan	PE	U	2.00
Suta Jooa	PE	C	50
Swa	PE	U	2.00

Starliner Type II Probe	EQ	C	50
Tart	PE	C	50
Tom Elson	PE	R	7.00
Torke Ra	PE	R	12.00
Trank	PE	C	50
Thomas Rizer	PE	R	16.00
Tully Bercall	PE	R	1.00
T'Pha	PE	R	2.00
Type IV Starliner	SH	C	50
U.S.S. Britton	SH	R	10.00
U.S.S. Treligase	SH	R	45.00
U.S.S. Farabee	SH	C	2.00
U.S.S. Gribby	SH	C	2.00
U.S.S. Hood	SH	R	10.00
U.S.S. Miranda	SH	C	50
U.S.S. Nibula	SH	C	50
U.S.S. Osbirth	SH	C	50
U.S.S. Phoenix	SH	R	10.00
U.S.S. Sutherland	SH	U	3.00
U.S.S. Neramo	SH	R	12.00
Vash	PE	R	8.50
Wesley Crusher	PE	R	20.00
William T. Riker	PE	R	25.00
Worf	PE	R	25.00

KLINGON

Name	Type	Rarity	Price
Bo'Y	PE	R	2.50
Bonall	PE	C	50
B'Or	PE	R	15.00
B'Or	PE	C	1.00
Duak	PE	C	2.00
Duath	PE	C	2.00
Dues	PE	R	30.00
Eb'In	PE	U	2.00
Goth	PE	C	50
Gowan	PE	R	17.00
I.C.C. Botes	SH	R	8.50
I.C.C. Berek	SH	R	8.00
I.C.C. Bugh'Vo	SH	R	7.50
I.C.C. C'har	SH	C	2.00
I.C.C. Fep	SH	R	7.00
I.C.C. Ho'Vet	SH	R	30.00
I.C.C. Ho'Cho	SH	C	1.00
I.C.C. Nam	SH	U	1.00
J'Olona	PE	C	50
Galkus	PE	R	7.50
Gogon	PE	R	6.50
Kel	PE	M	2.00
Kev'g	PE	C	1.00
Kiv'g	PE	C	1.00
Klagon Orupon	EQ	C	50
Klagon Outpost	DET	C	50
Klagon P'AD	EQ	C	50
K'ripes	PE	U	1.00
K'rum	PE	U	1.00
K'wul	PE	U	1.00
K'wul	PE	U	7.00
K'wul	PE	U	7.00
K'wul	PE	U	1.00
K'Yid	PE	U	1.00
K'Yid	PE	C	50
K'wul	PE	R	6.00
K'wul	PE	R	6.50
K'Yid	PE	U	1.50
K'Yid	PE	U	1.50



Larso	PE	R	12.50
Aloray	PE	U	1.00
Ho'Qing	PE	U	3.00
Tau	PE	U	1.50
Tauk	PE	U	3.00
Tauk	PE	R	1.50
Tauk	PE	C	1.00
Nugh	PE	R	2.00
Nokone	PE	C	50



ROMULAN

Name	Type	Rarity	Price
Allo Jank	PE	R	6.50
Borha	SH	C	50
O'Devine	SH	C	50
Devans	SH	R	10.00
Galkus	PE	C	50
Isokano	SH	R	9.50
Janer	PE	C	50
Jant	PE	C	50
Klagon	SH	R	11.00
Mordak	PE	R	6.50
Musk	PE	U	2.00
Muvon	PE	U	2.00
Nard	PE	U	1.00
N'Tel	PE	U	1.50
Peltrik	PE	C	50
Podrik	PE	U	2.50
Proton	PE	U	2.00
Pi	SH	R	6.50
Romulus Outpost	DET	C	50
Romulus Outpost	EQ	C	50
Romulus P'AD	HO	C	50
Scorus V'neal	SH	C	1.00
Scar Rerod	SH	C	50
Selo	PE	R	75.00
Selak	PE	C	50
Selak	PE	U	1.50
Takur	PE	C	50
Talka	PE	C	50
Tans	PE	C	50
Tau	PE	C	50
Tehak	PE	U	1.50
Rea	PE	C	1.00
Tokur	PE	U	3.00
Tomelick	PE	R	8.50
Tonak	PE	C	50
Torah	PE	R	7.00
Vaal	PE	C	50

NON-ALIGNED

Name	Type	Rarity	Price
Arson	PE	U	1.50
Banon	PE	U	1.00
Bok	PE	U	1.50
Cardak Vissal	SH	C	50
Quinlan Rid	PE	C	50
Q. T'rak	PE	C	50
Q. T'raya	EQ	C	1.00
Engineering Kit	EQ	C	3.00
Engineering P'AD	EQ	C	50
Ethec Jid	PE	U	2.00
Evok	PE	U	50
Gona	PE	C	1.00

INQUEST CHECKLIST

Basic	Rarity	Price	Name	Rarity	Price
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Blood Wars

334 cards

Set \$480.00

Starter Book Back Pack \$79.95

Booster Pack \$2.50



Assassination Plot	R	6.00
Cross Beast	R	5.50
Lady of Pain	R	30.00
Shield Breakers of Odin	R	5.00
Tarant	R	6.50

Dixie

280 cards

Set \$50.00

Starter \$9.00

Starter Box \$85.00

Booster none

Notal Yell	C	1.50
1878 Pearl	C	1.00
12 198 Hammer	C	1.50
Book Woods	C	1.00
Color Guard	C	1.00

Doomtrooper

337 cards

Set \$290.00

Starter \$8.00

Starter Box \$88.00

Booster \$2.50

Booster Box \$99.00

Wield the Caring R 8.00

Personal Reinforcement R 7.50

Galactic Empires

337 cards

Set \$180.00

Starter \$7.95

Starter Box \$75.00

Booster \$2.45

Booster Box \$80.00

Scavenging Deepness	R	1.50
Dragon Hatching	R	5.50
Dragon Lair	R	4.75
Alien Deepness	R	5.75
Messiah Overzika	R	4.25

New Capes

Booster pack \$1.85

Booster Box \$110.00

Fighter Pilot	R	3.00
Spiritual Leader	R	3.25
Avatar's Spaceliner	R	2.75
Snake Ship	R	2.50
Health Corps	R	3.50

Jyhad

438 cards

Set \$275.00

Starter \$7.00

Starter Box \$200.00

Booster \$1.50

Booster Box \$90.00



Name	Rarity	Price	Name	Rarity	Price
Very Rare	R	7.00	Phantom Killer	R	3.50
Political Ally	R	3.00	Sword of Wealth	R	2.00
Midwest Smith	R	5.00	Workshop	U	1.50
Acme Quarry	R	5.00			
Acad. Bookstore	R	5.00			

On The Edge

287 cards

Set \$150.00

Starter \$1.95

Starter Box \$70.00

Booster \$1.95

Booster Box \$75.00

Alison Fate R 3.00

Call Following Maffin R 2.00

Cloyster Barbers Spondon R 3.00

Special Sylvia Year R 2.00

Neard May Jane 7 Personal R 4.00



Adrian Grasca	R	3.50
Revel Strategist	R	3.00
Centurion Of Darkness	R	2.50
Qeil Boas	R	4.00
Isis Tyler	R	4.00

Gal'na Paper

Set \$80.00

Booster \$1.95

Booster Box \$75.00

Aedrian R 4.50

Josh Breaker R 5.25

Olga Ribbon Trick R 4.50

Yudith Butler R 2.50

Ann of Niche R 2.25

Spellfire

655 cards

Set \$135.00

Booster \$75.00

Booster Box \$75.00

Booster \$180.00

Starter \$8.00

Starter Box \$70.00

2nd Edition Starter \$5.00

2nd Edition Starter Box \$40.00

Expansion Pack \$2.00

Expansion Box \$55.00

Circle of Mist R 2.00

Flameblade R 1.50

Star of the Guardians

325 cards

Set \$25.00

Starter \$8.95

Starter Box \$45.00

Booster \$2.95

Booster Box \$45.00

Alison Fate R 3.00

Call Following Maffin R 2.00

Cloyster Barbers Spondon R 3.00

Special Sylvia Year R 2.00

Neard May Jane 7 Personal R 4.00

Ultimate Combat

150 cards

Set \$90.00

Starter \$7.95

Starter Box \$75.00

Booster \$2.95

Booster Box \$95.00

Psyche Team Goldfish 3.00

Bridging Style Blackfish 2.00

Music of Singsie Robin Goldfish 4.00

Infamous Round Kick Goldfish 5.00

Noble Goldfish 4.00



Wyvern

655 cards

Set \$95.00

Booster \$50.00

Booster Box \$150.00

Booster \$7.50

Booster Box \$90.00

Gold Card R 100.00

Silver Card R 50.00

Wyvern C 1.00

Ph's Immune C 1.00

Small Treasure C 1.00

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Broadway Comics
Daniel Torrey
P.O. Box 904
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(813) 661-4445

Chimera Comics & Cards
Robert Moses
347 W. Division St.
P.O. Box 943
Fond Du Lac, WI 54935
(914) 922-8558

Hansen's Hobbies
631 Green Bay Rd
Wilmette, IL 60091
(708) 853-7994

Lan and Unicorn
Ben Downum
1815 Montgomery Hwy., Suite 110
Hoover, AL 35209
(205) 823-1116

Mission Games
Grant Kinley, M.D.
33126 Unit A
1st Ave.
Mission, B.C. Canada V7V 1G4
(604) 620-3224


Wizard World
Rockland Center
51 E. Rouser 59
Nanuet, NY 10954
(814) 624-2224

Special Thanks to Our Online Partners in Crime
LCSmith@wizards.com (Doomtrooper)
Rich19052@wizards.com (Spellfire)
Purphaze@netcom.com (ONW2)
SuperAmateur.com (Wyvern)
Smecusa.berkley@wizards.com
BParker933@Star Trek: IN3

Congratulations to Jar and Shanna Bayler of MM Color Inc. on their recent marriage!

WIZARD

THE GUIDE TO COMICS • #49

A dynamic illustration of X-Man Madusa. She has long, flowing red hair and glowing red eyes. She is wearing a brown trench coat over a blue and black X-Men uniform. She holds a silver sword vertically, with a bright red and orange energy beam emanating from its tip. The background is dark with lightning bolts and a large, glowing red and orange energy trail.

X-MANTM
MADUREIRA

'Nuff Said!



The Games Gamers Play

Ever wonder what game professionals play in their spare time? They play games all day at work, so what do they do just for fun?

If you're Steve Jackson, designer of *Illuminati: New World Order*, the answer is, not much. "Mostly what I'm playing these days is whatever the people at the convention feel like playing," he admits. "What convention? Whichever one I'm at. Because when I'm at home or at the office, I don't have much time for games. This is a problem, and I'm going to deal with it."

Decipher President Warren Holland shares similar frustrations. "Spare time? What spare time? Well, the closest I've come to playing anything is *Myst*. As you can probably tell from the design of our *Star Wars: The Next Generation Customizable Card Game*, I'm a very visual person. I think Rand and Robyn Miller and the rest of their team have done a great job with *Myst*, considering the limits of existing CD-ROM technology." Anything else? "Actually, I have been consuming in mass quantities everything *Star Wars* in preparation for our *Star Wars Customizable Card Game* coming in the fall."

Maybe Warren should get together with Bill Smith, the *Star Wars* line editor at West

End Games. Despite his affection

for auto racing video games

("I'm dying to buy a *Pentium*

Racing"), Bill remains a

loyal *Star Wars* role-

player. "It's more

than a job. It's a way

of life." He also has a

soft spot for *Castle*

Folkenstein,

Planescape, and *Blood-*

shadows.

Lester Smith, a staff

designer for TSR, relaxes with the

Star Wars and *Vampire: The Mos-*

querade roleplaying games, as well as the

Jyhad card game. "It's refreshing to play some-

one else's stuff," he says. "And I like to keep up

with other companies."

Another avid roleplayer, Erick Wujcik, the pub-

lisher of *Amber Diceless Role-Playing*, has maintained

a Thursday night campaign for nearly 17 years. "I

gamemaster my *Dragonwright* fantasy campaign,

with my own weird rules." But his extracurricular

gaming isn't confined to roleplaying. "The finest

board game in the world, in my not-so-humble

opinion, is *Acquire*. As a game designer, I marvel at

just how elegant it is to play. Consider that (1) a

full game, start to finish, takes under an hour to complete—more like 40 minutes if I get to be a pushy banker—and (2) there are no early winners, since the ultimate outcome isn't known until the final counting up."

Kevin Siembieda, president of Palladium Books and the author of the *Rifts* and *Robotech* games, agrees. "Acquire is my favorite board game of all time. In fact, we used to have an *Acquire* night once a week." Kevin also enjoys basketball and other athletic pursuits, "probably because I sit on my bottom for eight to 16 hours every day, so it's nice to run around for a change."

Don Perrin, co-designer of the *Star of the Guardians* card game, is also a board game aficionado, with a fondness for multiplayer military simulations like *Shogun*. "Recently, with the advent of the collectible trading card game, my gaming has taken a somewhat different form," he says. "If there's only a half-hour to play, I'll play a quick game of *Magic: The Gathering*." Once a week, he and Margaret Weis, his significant other and fellow *Star of the Guardians* mastermind, engage in a no-holds-barred game of *Bridge*, "the non-collectible card game."

Margaret's addition to *Bridge*

began in college. "My friends

and I played in the student

commons for hours each

day," she recalls, "paus-

ing only to go to class—

most of the time. I

remember one member

of our group who

skipped a final because

he had such a great

hand; he couldn't

leave." She now plays

Bridge on the computer,

along with a game called

Empire, which has seen her

through some trying moments.

"When I was in chemotherapy treatment

for breast cancer last year, Dor and I took my Power-

book portable Mac computer and played *Empire*

while I was hooked up to the machine. The game

took my mind off the fact that they were pumping

poison into my veins. The nurses really enjoyed

watching the graphics on the screen. They tried to

convince him to let me win.

"He never did!"

Game companies, publishers, and retailers are invited to send us their requests for ad space. No free passes.

- One of the
- games gamers
- love to play is
- Myst*,
- a CD-ROM game
- by Rand and



The battle begins . . .

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MAGIC

Summer '95

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Wizards
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Wizards
OF THE COAST

ALTER EGO
DESIGN

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